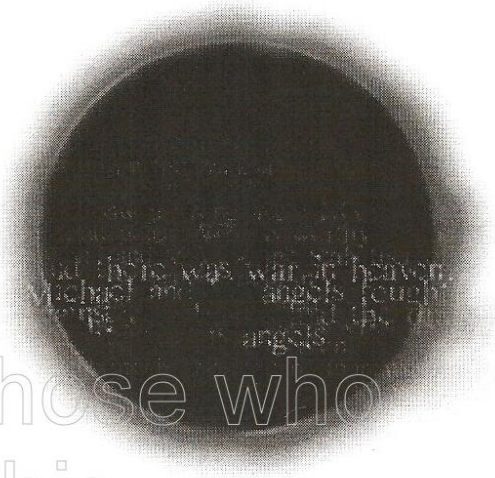
After this I looked, and, behold, a door was opened in heaven...

Book of Revelation Chapter 4, Verse 1



Dedicated to those who helped make this possible.

And I saw in the right hand of him that sat on the throne a book written within and the backside, sealed with seven seals. And I saw a strong angel proclaiming with a loud voice, Who is worth to open the book, and to loose the seals thereof?

Book of Revelation Chapter 5, Verses 1-2

Dedicated to those who helped make this possible.

Table of Contents

Foreword 7
Level Layout Diagram 8
Verse 1 "The Call to Adventure" 10
CUT SCENE: Introductory Sequence 10
CHARACTER: Thomas Deacon P.I. 17
CHARACTER: Papa Morté's Thugs 18
INVENTORY ITEM: National Inquisitor 20
INVENTORY ITEM: Teddy Bear 20
LOCATION: Wild at Heart 21
GAME EVENT: Day/Night Change: 1N 21
GAMEPLAY: Wild at Heart Ambush 21
INVENTORY ITEM: Wrecking Bar 22
GAMEPLAY: First Death - The Boneyard Gate 23
CUT SCENE: Wild at Heart Ambush Aftermath 24
GAMEPLAY: Wild at Heart Ambush Aftermath 24
INVENTORY ITEM: Serial Killer File 25
GAMEWORLD ITEM: Wild at Heart Telephone 25
GAME EVENT: Day/Night Change: 2D 26
LOCATION: Louisiana 27
GAMEPLAY: Training - The Route to Nettie (1) 27
GAMEWORLD ITEM: Boat 27
LOCATION: The River/Bayou Paradis 28
GAMEPLAY: Training - The Route to Nettie (2) 28
LOCATION: Hounfort Church 29
TEDDY BEAR MEMORY: Hounfort Church 29
CHARACTER: Nettie 30
CUT SCENE: First Meeting With Nettie 30
INVENTORY ITEM: Machete 31
GAMEPLAY: Training - The Search for Jaunty 32
CHARACTER: Jaunty 33
LOCATION: The Mapou Tree 35
CUT SCENE: Cutting Jaunty's Rope 36
GAMEPLAY: Carrying Jaunty 37
CUT SCENE: Reuniting Jaunty and Nettie 38
GAME EVENT: Day/Night Change: 3N 39
INVENTORY ITEM: Gourd 40
COLLECTIBLE ITEM: Bird Skull 41
GAMEPLAY: In Search of Bird Skulls 41
LOCATION: Hounfort Church Secret Cavern 42
CUT SCENE: Nettie Makes the Poudre 42
INVENTORY ITEM: Deacon's Message 44
GAMEPLAY: Exploring the Secret Cavern #1 45
LOCATION: Secret Cavern#1 - Life Chamber 45
GAMEWORLD ITEM: Jaunty Altar 45
GAMEWORLD ITEM: Life Altar 45
CUT SCENE: Lifeforce Increase 45
GAMEPLAY: Contacting Deacon 46
CUT SCENE: Shadow Man Contacts Deacon 46
GAMEPLAY: Journey to the Cemetery 46
LOCATION: Cemetière Clermeil 47
GAMEWORLD ITEM: Cemetery Gate 47
GAMEWORLD ITEM: Angel Statues 47
GAMEWORLD ITEM: Deacon's Crypt Entrance 47
GAMEPLAY: A Place among the Angels 48
Verse 2 "Refusal of the Call" 49
LOCATION: Deacon's Crypt 49
TEDDY BEAR MEMORY: Deacon's Crypt 49
CUT SCENE: Shadow Man Meets Deacon 49
INVENTORY ITEM: Throwing Knives 51
INVENTORY ITEM: Sigil 53

Dedicated to those who helped make this possible.

GAME EVENT: DAY/NIGHT CHANGE: 4DR 56
LOCATION: LAKE TERRENOIR 56
TEDDY BEAR MEMORY: LAKE TERRENOIR 56
LOCATION: PLANTATION #1 56
GAMEPLAY: MISSION INTO PLANTATION #1 PART 1 56
GAMEWORLD ITEM: HEAVY METAL CRATE 56
INVENTORY ITEM: FIRE AX 57
GAMEWORLD ITEM: WOODEN BARRICADES 58
GAMEWORLD ITEM: WOODEN CRATES 58
LOCATION: PLANTATION #1: DARK SEPULCHRE 59
GAMEPLAY: MISSION INTO PLANTATION #1 PART 2 59
CHARACTER: ABOMINATIONS 59
GAMEPLAY: EXPLORING THE SECRET CAVERN #2 60
CUT SCENE: VOODOO OFFERING EXPLANATION 60
INVENTORY ITEM: VOODOO OFFERINGS 61
LOCATION: SECRET CAVERN - WEAPON CHAMBER 62
GAMEWORLD ITEM: VOODOO WEAPON ALTARS 62
LOCATION: SECRET CAVERN - HEX CHAMBER 62
GAMEWORLD ITEM: VOODOO HEX ALTARS 62
LOCATION: SECRET CAVERN - SPELL CHAMBER 63
GAMEWORLD ITEM: VOODOO SPELL ALTARS 63
CUT SCENE: GENERIC VOODOO ACQUISITION 63
VERSE 3 "SUPERNATURAL AID" 73
CUT SCENE: SECOND MEETING WITH DEACON 73
INVENTORY ITEM: NEPHILIM SHARD 74
GAME EVENT: DAY/NIGHT CHANGE 5N 75
VERSE 4 "CROSSING THE FIRST THRESHOLD" 76
LOCATION: PLANTATION #2 76
GAMEPLAY: MISSION INTO PLANTATION #2 76
LOCATION: PLANTATION #2: DARK SEPULCHRE 76
LOCATION: PLANTATION #2: RECREANT VAULT 76
TEDDY BEAR MEMORY: PLANTATION #2 77
CUT SCENE: CONFRONTING MORTÉ 77
CHARACTER: PAPA MORTÉ 78
GAMEPLAY: CONFRONTING MORTÉ 80
CUT SCENE: THE SLAYING OF MORTETH 80
CUT SCENE: THIRD MEETING WITH DEACON 80
INVENTORY ITEM: THE CODEX 82
CUT SCENE: NETTIE CONVERSATIONS 83
GAMEPLAY: OPENING THE WAY TO GEHENNA 84
CUT-SCENE: OPENING THE GRIGORIA STATUE 84
GAMEWORLD ITEM: GRIGORIA STATUE 84
GAMEPLAY: CROSSING THE INTERREGNUM 85
VERSE 5 "THE BELLY OF THE BEAST" 86
LOCATION: GEHENNA 86
LOCATION: GEHENNA: RECREANT VAULT 86
CUT SCENE: THE ENTRANCE TO GEHENNA 86
LOCATION: THE CORRIDOR 87
GAMEPLAY: THE CORRIDOR 87
LOCATION: THE ARK 87
GAMEWORLD ITEM: THE ARK: DOOR ALTAR 87
GAMEWORLD ITEM: THE ARK: DIAGENIUM ALTAR 87
GAMEWORLD ITEM: THE ARK: SIGIL ALTAR 87
GAMEWORLD ITEM: THE ARK: GAUNTLET TRIPTYCH 87
INVENTORY ITEM: THE DIAGENIUM 88
LOCATION: THE GRIGORIAN VAULT 89
TEDDY BEAR MEMORY: THE GRIGORIAN VAULT 89
GAMEPLAY: SIGILS FOR THE SECOND SEAL 89
CUT SCENE: THE OPENING OF THE SECOND SEAL 89
GAMEPLAY: OPENING THE SECOND GRIGORIA 89
VERSE 6 "THE ROAD OF TRIALS" 91
LOCATION: TARKOVSKAYA: RUSSIA 91
LOCATION: TARKOVSKAYA: RECREANT VAULT 91
CUT SCENE: THE ENTRANCE TO TARKOVSKAYA 92

Dedicated to those who helped make this possible

LOCATION: CHAPEL 92
GAMEWORLD ITEM: HEAVY WOODEN CRATE 92
INVENTORY ITEM: POCKET WATCH 93
GAMEPLAY: EXITING THE CHAPEL 94
CUT SCENE(S): THE BABA YAGA 94
LOCATION: THE FOREST 94
TEDDY BEAR MEMORY: TARKOVSKAYA: RUSSIA 94
GAMEPLAY: TARKOVSKAYA: RUSSIA 94
CUT SCENE: OPENING THE THIRD SEAL 94
CHARACTER: BABA YAGA 95
INVENTORY ITEM: SHOTGUN #1 97
LOCATION: MOYTURA ISLAND: IRELAND 99
CUT SCENE: THE ENTRANCE TO MOYTURA 100
TEDDY BEAR MEMORY: MOYTURA ISLAND 100
GAMEPLAY: MOYTURA 100
INVENTORY ITEM: GRIMOIRE INFERNALE 101
CUT SCENE: OPENING THE FOURTH SEAL 103
CHARACTER: FAR DUROCHA 104
LOCATION: DEADSIDE: ISLE OF THE DEAD #1 105
INVENTORY ITEM: L'INFÉRNO 106
GAMEPLAY: USING L'INFÉRNO 108
GAMEPLAY: MOYTURA: RETRIEVING THE CHALICE 108
INVENTORY ITEM: SHOTGUN #2 109
INVENTORY ITEM: MIKE'S GUN 110
INVENTORY ITEM: THE CHALICE 112
CUT SCENE: USING THE CHALICE 113
LOCATION: DEADSIDE: THE BONEYARD 114
CUT SCENE: OPENING THE BONEYARD GATE 115
CUT SCENE: JAUNTY CONVERSATIONS 115
TEDDY BEAR MEMORY: THE ISLE OF THE DEAD 115
GAMEPLAY: THE BONEYARD 115
CUT SCENE: OPENING THE FIFTH SEAL 116
LOCATION: HERNE HOUSE: UK 117
CUT SCENE: THE ENTRANCE TO HERNE HOUSE 118
TEDDY BEAR MEMORY: HERNE HOUSE 118
GAMEPLAY: HERNE HOUSE 118
INVENTORY ITEM: PISTOL 119
VERSE 7 "ATONEMENT WITH THE FATHER" 120
CUT SCENE: RESCUING DEACON 120
GAMEPLAY: RESCUING DEACON 120
CUT SCENE: THE RETURN TO GEHENNA 121
CUT SCENE: DEACON CONVERSATIONS 121
INVENTORY ITEM: GAUNTLETS 122
INVENTORY ITEM: 0.9-GPMG 123
GAMEPLAY: USING THE GAUNTLETS 124
CUT SCENE: DRAWING THE NEPHILIM BLADE 124
INVENTORY ITEM: THE NEPHILIM BLADE 125
GAMEPLAY: USING THE NEPHILIM BLADE 127
GAMEPLAY: BABA YAGA: FINAL CONFRONTATION 127
GAMEPLAY: FAR DUROCHA: FINAL CONFRONTATION 127
INVENTORY ITEM: THE MALIGNUM 128
GAMEPLAY: OPENING ISLE OF THE DEAD#2 130
LOCATION: DEADSIDE: ISLE OF THE DEAD #2 131
INVENTORY ITEM: L'ORAGE 132
GAMEPLAY: USING L'ORAGE 134
CUT SCENE: OPENING THE SIXTH SEAL 134
LOCATION: FORTRESS OF ALYMOT: IRAQ 135
TEDDY BEAR MEMORY: FORTRESS OF ALYMOT 135
INVENTORY ITEM: ASSASSIN PISTOL 136
INVENTORY ITEM: GRENADE LAUNCHER 137
INVENTORY ITEM: MP-909S 139
CHARACTER: DJINN 140
VERSE 8 "APOTHEOSIS" 142
INVENTORY ITEM: ARMOUR OF BLOOD / SWORDUP1 142
THE ARMOUR OF BLOOD 142

Dedicated to those who helped make this possible.

SwordUp1 144
CHARACTER: Ogou Feray 145
INVENTORY ITEM: SwordUp2 147
Verse 9 "The Ultimate Boon" 148
CUT SCENE: Opening the Seventh Seal 148
CUT SCENE: Opening the Pit ~ The Revelation 148
GAMEPLAY: Confrontation with Asmodeus 148
CUT SCENE: The End of the World (Failure) 148
CUT SCENE: The End of the World (Failure) 148
Appendices 149
Weapons vs. Game World 149
Collectibles 149
The Big Secret 151

Dedicated to those who helped make this possible

FOREWORD

After the experience that was the development of 'SHADOW MAN', it became evident that a 'traditional' game design document i.e. a list of pickups, collectibles, characters and environments was not enough to encapsulate the entire game. This was mainly due to the fact that 'SHADOW MAN' is not only an action game, it is a highly complex pseudo-non-linear adventure story, the secrets of which are slowly revealed to the player during the many hours of gameplay.

Since the action content of the Shadow Man Brand is now established, the primary area of importance is the story since it is that which makes the action content available to the player. The story in 'SHADOW MAN' was by necessity developed over time, but which with experience and better organisational systems we can and must concentrate on and lock down the story and the adventure for the sequel immediately.

Therefore, in producing a sequel - the currently titled 'Shadow Man: 2econd Coming', the decision was made to first produce a completely watertight adventure plan. These take the form of the terrifyingly concise, but admittedly impenetrable SQuIRT tables ('Shadow Man Quest Item Reference Table). With this done and the practical/logical placement of items, cut-scenes, plot-points and what function the items serve in the adventure all in place, the next stage is this document - the Game 'Scriptment'.

This Game 'Scriptment' is a highly detailed treatment of the entire adventure that breaks down every single aspect of the game in chronological order. This serves three purposes:

- Firstly, it is a presentation document. The Scriptment is intentionally not an impenetrable, list-driven design document written only for designers themselves. Hopefully anyone coming to this design for the very first time *should* be given a complete (albeit highly detailed) walk-through of the game, seeing it through the eyes of a player coming to the game for the first time.
- Secondly, its creation means that the adventure's plot can and must be tightly locked down with potential plot holes (bugs in the story) and logic bombs (bugs in the game) being worked out and locked down long before it is needed for implementation. Which is reason for opting for a highly detailed 'Scriptment' straight off, rather than an 'Overview' which glosses over critical plot points and ultimately leads to more work later. (If it's in this document, we *know* we can do it.)
- Thirdly, it is a reference work. From which detailed lists of items, cut-scenes, locations and creatures may be extracted by heading for use by the development team.

What this document does not detail are the actual low-level details - individual animation sequences, moves or controls for Mike/Shadow Man or the enemies. It simply assumes an improved revision of the original 'SHADOW MAN' controls. These details will be finalised in documents subsequent to this one, since the moves, controls and animation sequences must cover the requirements of the entire adventure. Also at time of writing, R&D is in-progress improving on the base systems, which may yield unforeseeable benefits that may be included in the game design.

Whatever the reason for your coming to this document, the hope is that you will enjoy reading this document and will be able to get from it the information you require. And, because of the above reasoning, know that what you are reading is *the* tightly plotted unravelling mystery that is 'Shadow Man: 2econd Coming': a story of the Armageddon, of immortals, demons, ancient artefacts, prophecies and legends. And, like its predecessor, there's a guaranteed twist in this story's forked tail…

Simes Phipps, Lead Designer Shadow Man: 2econd Coming

November 1999

For I testify unto every man that heareth the words of the prophecy of this book, If any man shall add unto these things, God shall add unto him the plagues that are written in this book...

Book of Revelation Chapter 22, Verse 18

Dedicated to those who helped make this possible

LEVEL LAYOUT DIAGRAM

In summary, the adventure begins with a linear series of missions that begin at the Wild at Heart in Louisiana. The action eventually passes across to Gehenna - the mysterious hellish prison of Asmodeus 'the king of demons, the game's main antagonist. From the Grigorian Vault within Gehenna, Shadow Man may then open up a series of 6 other areas (in sequence clockwise: Russia, Ireland, Deadside, the UK, Iraq and 'The Pit') using the Codex - the Book of the Seven Seals. The Seven Seals on the Codex are opened by the collection of 'Sigils' - mystical tokens that fit into the cover of the ancient book. The ultimate objective - to open the Seventh Seal, reach the Pit and destroy Asmodeus to prevent the Armageddon as prophesied in the Book of Revelation…

Or is it?

Dedicated to those who helped make this possible.

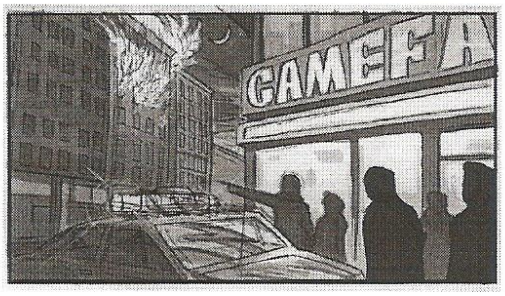
And there was war in heaven:
Michael and his angels fought
against the dragon;
and the dragon fought and his angels.

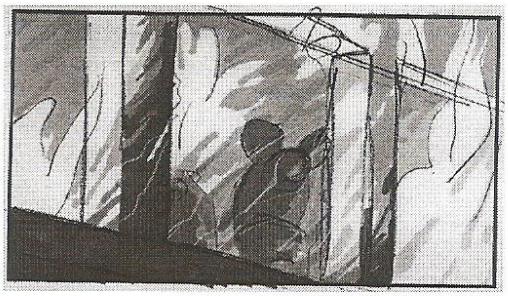
Book of Revelation Chapter 12, Verse 7

Dedicated to those who helped make this possible.

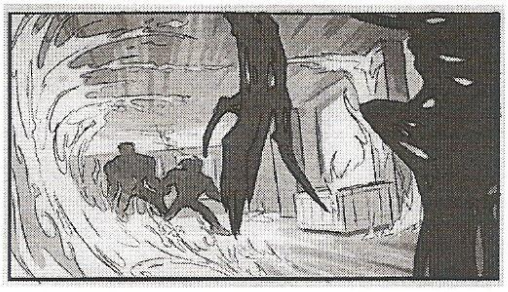
CUT SCENE: INTRODUCTORY SEQUENCE

NEW YORK- 10 YEARS AGO- BURNING TENEMENT BUILDING INTERIOR





Two men are fighting the demon SAMMAEL.

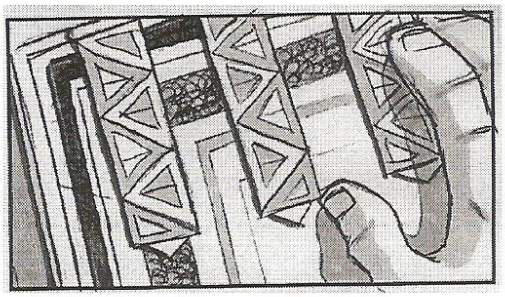


The older - an NYPD homicide cop - a heavy, muscular guy in his late 30's (DEACON) is picked up by his head and smashed against a supporting column.

His legs shatter from the impact, splaying in agonising directions as he falls to the ground. Landing close to a large, ancient book he reaches over to it and begins an agonising crawl out of the building.

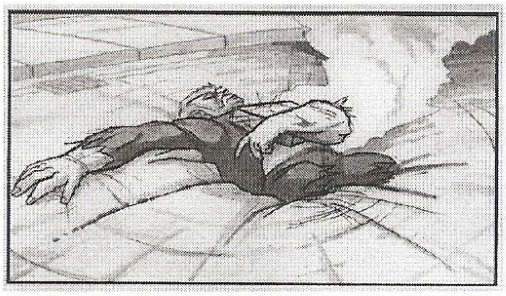
The second man (GABE) falls to this monster, dying horribly, his last words a horrific scream from a mouth smeared with blood of "Don't give them the book!"

Dedicated to those who helped make this possible.



Dedicated to those who helped make this possible.

The surviving cop crawls from the building clutching the giant arcane book to his chest.

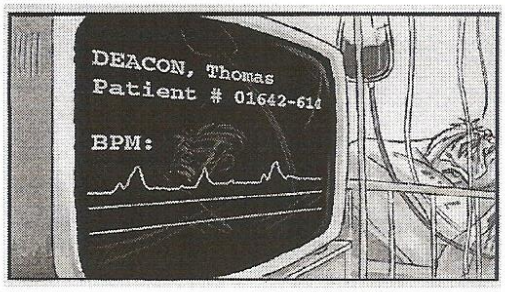


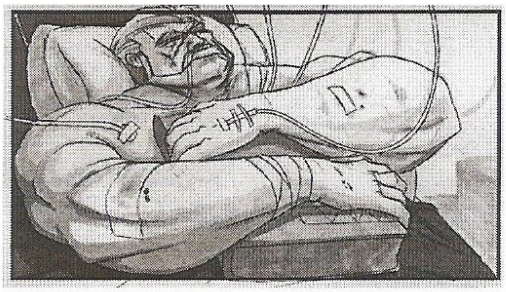
NEW YORK- HOSPITAL INTENSIVE CARE UNIT

The heart monitor screen confirms that the figure in the bed is THOMAS DEACON - the cop that survived the attack from before.

Although unconscious and hooked up to the equipment, Deacon is still tightly clutching the book, so tightly and tucked up under his chin that his clothes would have had to be cut from his back.

Doctor's voice in background "I'm telling you - he just won't let go of it…"

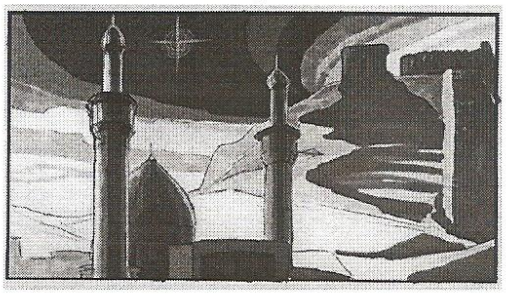




ALYMOT, IRAQ- PRESENT DAY- NIGHT

A star appears in the night sky high above the mountains.

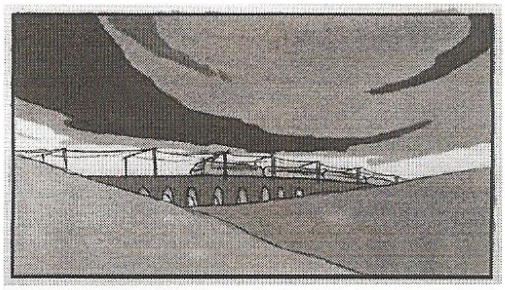
DJINN reads from a copy of the Bible (Revelation 1:4) to an off-camera follower " After this I looked, and, behold, a door was opened in heaven…"

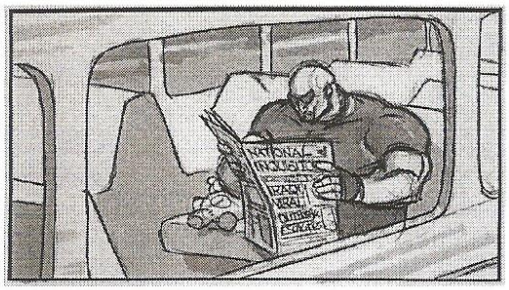


He turns to the aide and walks off-camera "The time is at hand…"

Dedicated to those who helped make this possible.

SOUTHERN USA - RAILWAY CAR INTERIOR- LATE EVENING





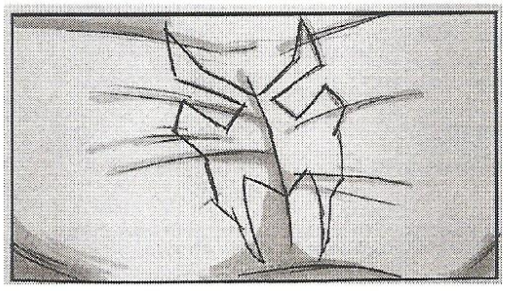
The scene begins focused on the star high in the night sky, cutting in to…

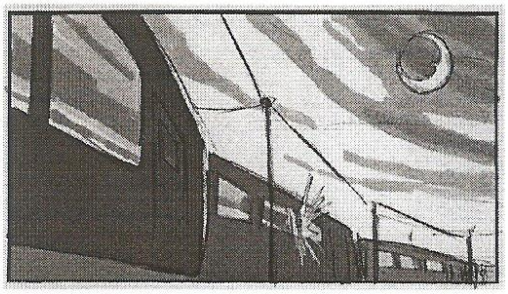
MIKE LE ROI alone in car reading a copy of the NATIONAL INQUISITOR (sic) its headline "Iraqi Viral Outbreak Escalates!" A battered TEDDY BEAR sits on the seat beside him.

Mike monologue short monologue - his take on himself, how he's now accepted his lot (a reprise to the 'I hate this shit…' monologue from 'SHADOW MAN'.

Mike looks out the window at the moon "Hmm…It's time…"

Mike undergoes Mike-Shadow Man transition - white-blue sparks of Shadow Power surge from his chest and envelope him as the train's interior lights plunge into darkness - the only illumination is from Mike and the flickering lights outside the carriage…



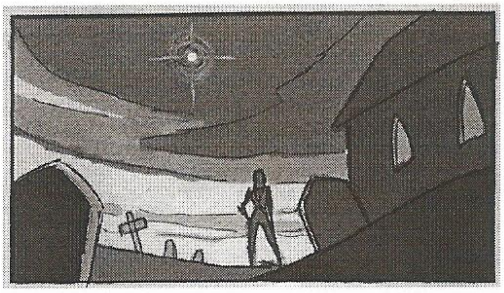


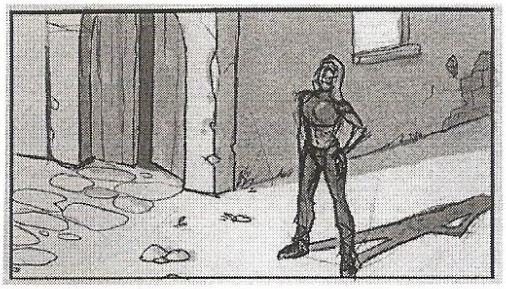
…the train races on into the darkness…

Dedicated to those who helped make this possible.

NEW ORLEANS- BAYOU PARADIS- NIGHT

High above Louisiana the star blazes in the night sky…





NETTIE gazes up at the star, turns and silently walks into the church…

NEW ORLEANS- RAILWAY CAR INTERIOR- NIGHT

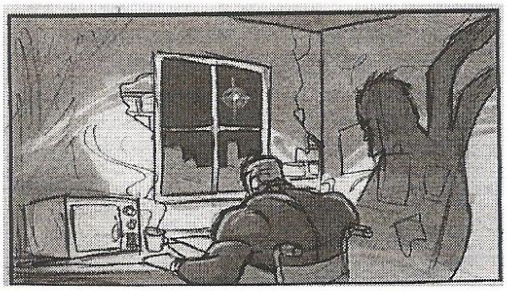
SHADOW MAN sat brooding in the railway car - his whole body and posture exuding an air of menace. The lights around him are out - making him the dark centre of a fearsome mass of shadows. A train guard approaches.

"Our last stop coming up sir - New Orleans!"

Looking down from the guard's point of view we see *Mike* turn and look up disarmingly from the normally lit seat he is occupying "Thanks." As the guard walks away - we see *Shadow Man* still glowering in the shadows… The train races on…

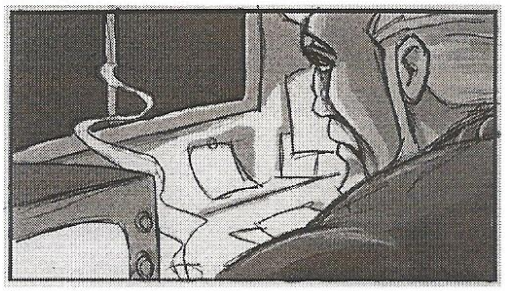
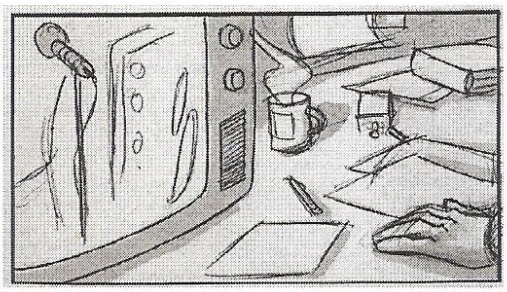
Dedicated to those who helped make possible.

NEW YORK- TENEMENT BUILDING- NIGHT



From the window we see the star, once again burning fiercely in the sky.

A giant of a man draws his wheelchair up to a writing desk beside an open window. His face is a mass of scar tissue; he places his right hand upon the book he dragged from the burning building ten years earlier.

On the desk beside the window a TV is tuned to a 24-hour evangelical station - a preacher - (the REV. JIMMY HAGGARD) quoting from Revelation 5:1-3 "And I saw in the right hand of him that sat on the throne a book written within and on the backside, sealed with seven seals. And I saw a strong angel proclaiming with a loud voice, Who is worthy to open the book, and to loose the seals thereof?"

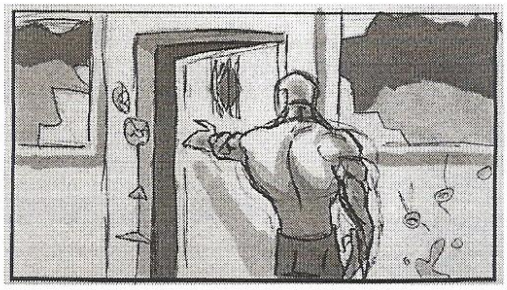
At that Deacon switches off the TV with the remote and looks out of the window to the star high in the night sky. "Hmmpph… (pause) The time is at hand…"

He turns from the desk it is time once more, to move on.

Dedicated to those who helped make this possible.

NEW ORLEANS- STREETS LEADING UP TO THE WILD AT HEART- 2 HOURS TO SUNRISE

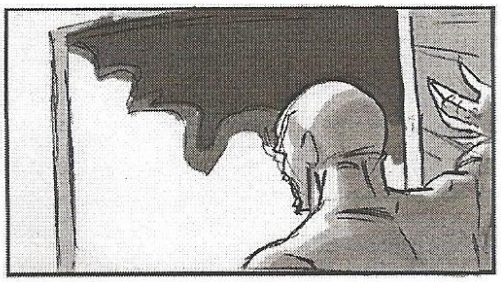
From a final view of the star we pan down to Shadow Man stalking through the deserted streets en route to the Wild at Heart

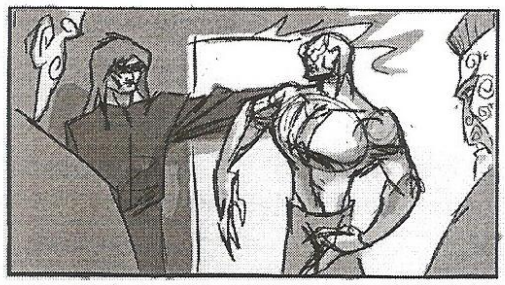


Shadow Man - short monologue - a reprise of the Shadow Man monologue from 1 - Shadow Man is still 'Shadowborn at the confluence of worlds to walk between…'

He rounds the corner and steps up to the Wild at Heart's front door - strangely silent; he pushes the door cautiously open.

"Jaunty?"





He steps into the bar (wrecked)

The door slams shut behind him.

Cue an over-exaggerated tableau - Shadow Man poised in the centre of the room, surrounded by three opponents - members of the MORTÉ CULT, the one with his back to the door laughs mockingly.

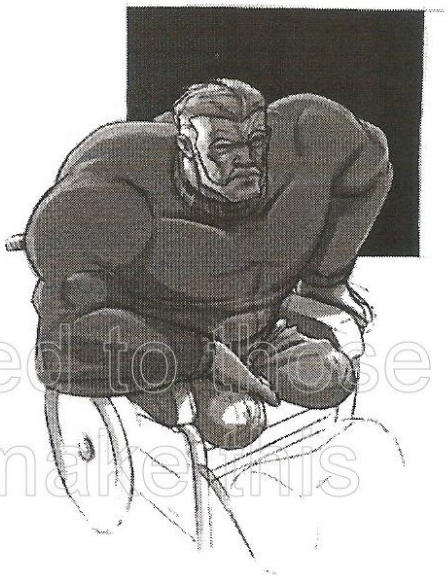
"Heh! Heh! Heh! You see the star? It is a sign that we make our move and reveal our true strength… Soon with great violence will Babylon be thrown down and we shall have power over the fourth part of the earth! We're delivering a message from Papa Morté to all that would stand against him…we have already possessed the serpent and made it our own - now we take you…"

The thug takes the key to the padlock on the door and swallows it…

With nothing more than a copy of the National Inquisitor and a Teddy Bear in Shadow Man's Inventory, it's Game on…

Dedicated to those who helped make this possible.

CHARACTER: THOMAS DEACON P.I.



48-years old, white male, black hair, orange eyes, over six feet tall and built like a linebacker, Brooklyn accent. Distinguishing features: two livid, parallel scars that run from left temple, across the bridge of nose and down to the right jaw, both legs amputated at knee, left hand severely burned and missing third and fourth fingers. Deacon sports a neat, full beard and a high collared sweater (this will become *very* important).

Deacon was originally a member of the NYPD homicide division, and was retired from duty ten years ago on account of the massive injuries he sustained while in service. Possessing an intensity of character that matches his appearance, Deacon is driven to track down whatever it was that killed his partner and left him in a wheelchair.

Deacon and Nettie have known one another for years, and more than once in his role as a Private Investigator he has researched information for her (most notably 'The Five' serial killers - it was Deacon that researched and wrote 'Nettie's File' in 'SHADOW MAN').

Dedicated to those who helped make this possible.

Characterisation: Deacon is very much like Robert Mitchum's portrayal of Rev. Harry Powell in 'Night of the Hunter' - appearing at times like a straight-down-the-line, righteous preacher, desperately moralistic and totally committed to his mission.

CHARACTER: PAPA MORTÉ'S THUGS

Dedicated to those who
helped make this
possible.

Dedicated to those who helped make this possible.

Morté's sigil-mark

Dressed in smart suits, their cult uniform, they give the appearance of being a group of organised heavies rather than being street thugs. This ordered appearance offset by the masses of voodoo necklaces, finger and thumb rings and *branded* (not tattoos - these guys are real hardcore) markings on their faces and hands. Most significant is that all of them bear Morté's sigil-mark branded on their foreheads - the same mark scrawled around the Wild at Heart (and the same mark that Mike will find branded on Jaunty's forehead later).

<TO BE DETAILED>

INVENTORY ITEM: NATIONAL INQUISITOR

Location: In Inventory at Start of Game

<ILLUSTRATION REQUIRED>

A 'National Enquirer'/'Fortean Times'-style tabloid paper - readable from the Inventory Screen like Nettie's File in 'SHADOW MAN', it contains references to, at least:

- The mysterious STAR spotted in the sky - scientists baffled - appears to be an object in orbit, several miles across - visible to the naked eye, but entirely invisible to radio-telescopes and other forms of 'scanning' (you can see it, but it's just not there)
- A feature by the popular TV Evangelist the Rev. James 'Jimmy' Haggard on the Biblical ARMAGEDDON/Book of Revelation - a few background hints to familiarise the player with the whole back-story, and in particular salient quotes from the Bible…
- Mysterious 2000-year old virus in claims 200th victim, links to the ASSASSIN CULT that began in ancient IRAQ…
- An X-files-style investigation into the legend of the BABA YAGA - the mysterious dark witch said to haunt the forests of Northern Russia.
- A feature on the legend of the Holy Grail/the CHALICE and the legend of FAR DUROCHA.
- Some useful telephone numbers in the classified ads section… <TO BE DETAILED>
- Possible advertisement for Acclaim's up-coming products?

Dedicated to those who helped make this possible

(Marketing guys - there may be product placement/advertisement opportunities here. We need your help, let us know if we can do anything with this. P.R. dudes - promotional competition with specialist press to provide content/images for the file - i.e. readers send in X-files-style bizarre hoax photo competition for inclusion in the 'magazine'.)

(Legal guys - we're using the name 'National Inquisitor' here since we've heard it used in Hollywood movies. Now, whether it's actually an existing magazine, or a registered trademark of sorts, we don't know. We'd therefore appreciate your help/alternative suggestions for the name of this item.)

The intention here is to set up the player with information/hints about the various areas they'll visit in the game, but in the form of a series of apparently unconnected features, all of which contain similar themes - the ARMAGEDDON, CULTS, the search for the Chalice, etc., etc. The kind of stuff which it's not necessary to read to get you going, but which, if read will give you a sense of dark portent beyond that which we may be able to achieve purely in cut-scenes.

INVENTORY ITEM: TEDDY BEAR

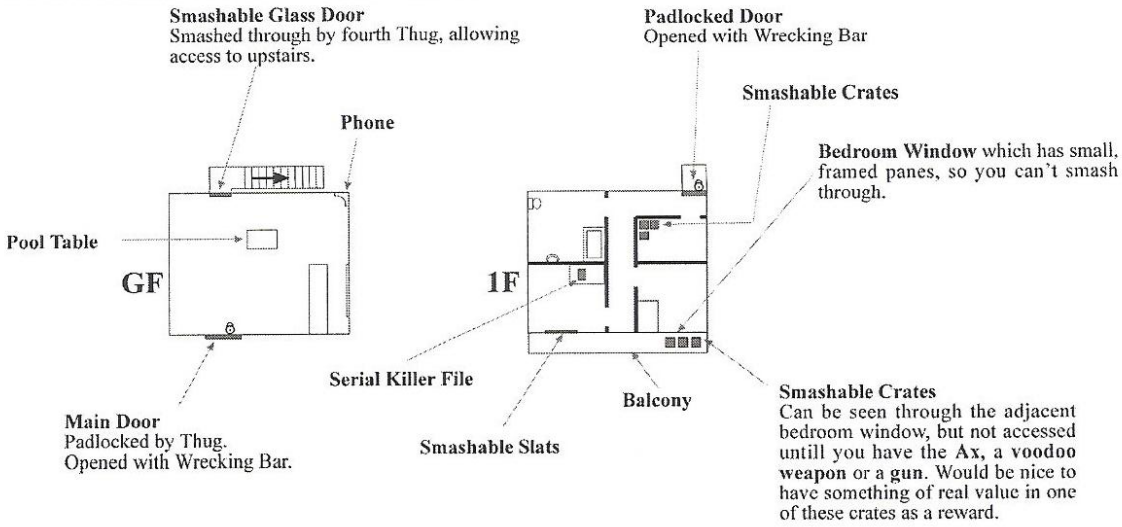
Location: In Inventory at Start of Game

<ILLUSTRATION REQUIRED>

What was referred to as 'Luke's Teddy Bear' in 'SHADOW MAN', its purpose and operation are exactly the same, initially it contains two 'memories':

- "New Orleans : Wild at Heart" - the downstairs bar interior
- "Deadside : the Boneyard Gate" - just in front of this other entrance into Deadside.

LOCATION: WILD AT HEART


Smashable Glass Door
Smashed through by fourth Thug, allowing access to upstairs.
Padlocked Door
Opened with Wrecking Bar
Smashable Crates
Phone
Bedroom Window which has small, framed panes, so you can't smash through.
Pool Table
GF
1F
Serial Killer File
Balcony
Main Door
Padlocked by Thug.
Opened with Wrecking Bar.
Smashable Slats
Smashable Crates
Can be seen through the adjacent bedroom window, but not accessed untill you have the Ax, a voodoo weapon or a gun. Would be nice to have something of real value in one of these crates as a reward.

GAME EVENT: DAY/NIGHT CHANGE: 1N

(START GAME AT NIGHTTIME/NO RAIN AS SHADOW MAN)

Through the early sections of the game, the day/night and weather conditions will be controlled via set-piece game events. However as the game progresses with the acquisition of the POCKET WATCH day/night changes will effect themselves using a 'game time' clock (this - a necessarily speeded-up version of a real-time clock). Also with a little voodoo and an item know as L'ORAGE (the Storm), tempestuous storms may be conjured up to bring about floods. But more of that later…

All you need to know right now is that the game begins at night and under perfect weather conditions, with our hero as SHADOW MAN in the Wild at Heart…

GAMEPLAY: WILD AT HEART AMBUSH

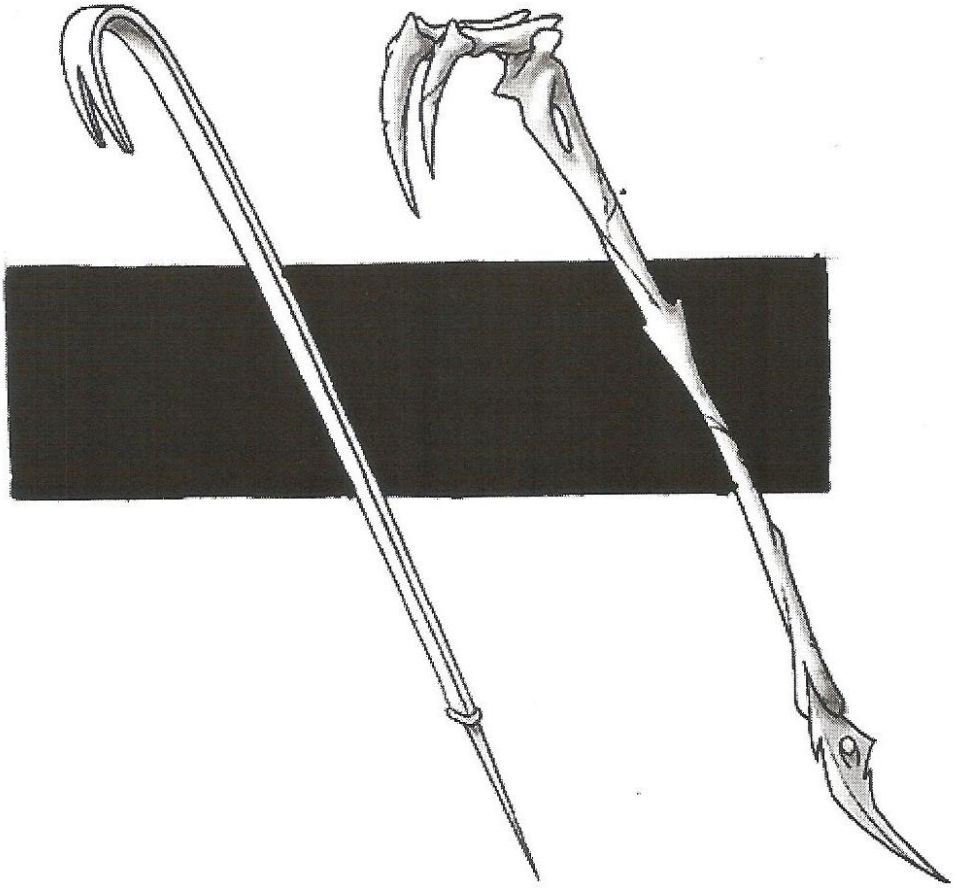
The game begins in the bar area of the Wild at Heart with Shadow Man surrounded by three members of the Morté Cult. All routes are barred, and with no way out, its up to the player to get used to their fighting controls and quick, as the Shadow Man tackles hand to hand the three thugs.

This is very much a set-piece fight, with each character in turn stepping in to fight Shadow Man. As one guy goes down, the next steps in - that is, unless the player deliberately provokes one of the bystanders bringing them into the fight by delivering a blow on them.

When all three have been taken down, a final, fourth character crashes in through a glass door that previously blocked the stairway in the back of the bar (quick camera cut-away, low angle). This guy is bearing a WRECKING BAR, and attacks Shadow Man with it. When defeated he gives up the Wrecking Bar, which becomes a collectible item and will provide the only way out of the Wild at Heart.

INVENTORY ITEM: WRECKING BAR

Location: In Wild at Heart, in possession of Morté thug



<ILLUSTRATIONS REQUIRED - EXAMPLE SHADOW POWERED ATTACK>

This is a metre-and-a-half long wrecking bar with a nasty-looking clawed end, which has two uses:

- General-purpose short-range slashing weapon
- Smashes through 'smashable' glass (Mike/Shadow Man can't break them with hand-to-hand moves)
- In context: to jemmy open padlocked doors

Like all hand-held items in SHADOW MAN: 2ECOND COMING, it has two forms - a 'Real form' and a 'Shadow form' depending upon whether Mike or Shadow Man is holding it. This is a cosmetic enhancement on some objects inspired by the super-cool German-originated 'Shadow Gun' art for the original 'SHADOW MAN' promotions, but on others (like the guns, which become 'Shadow Guns') there is a gameplay change also.

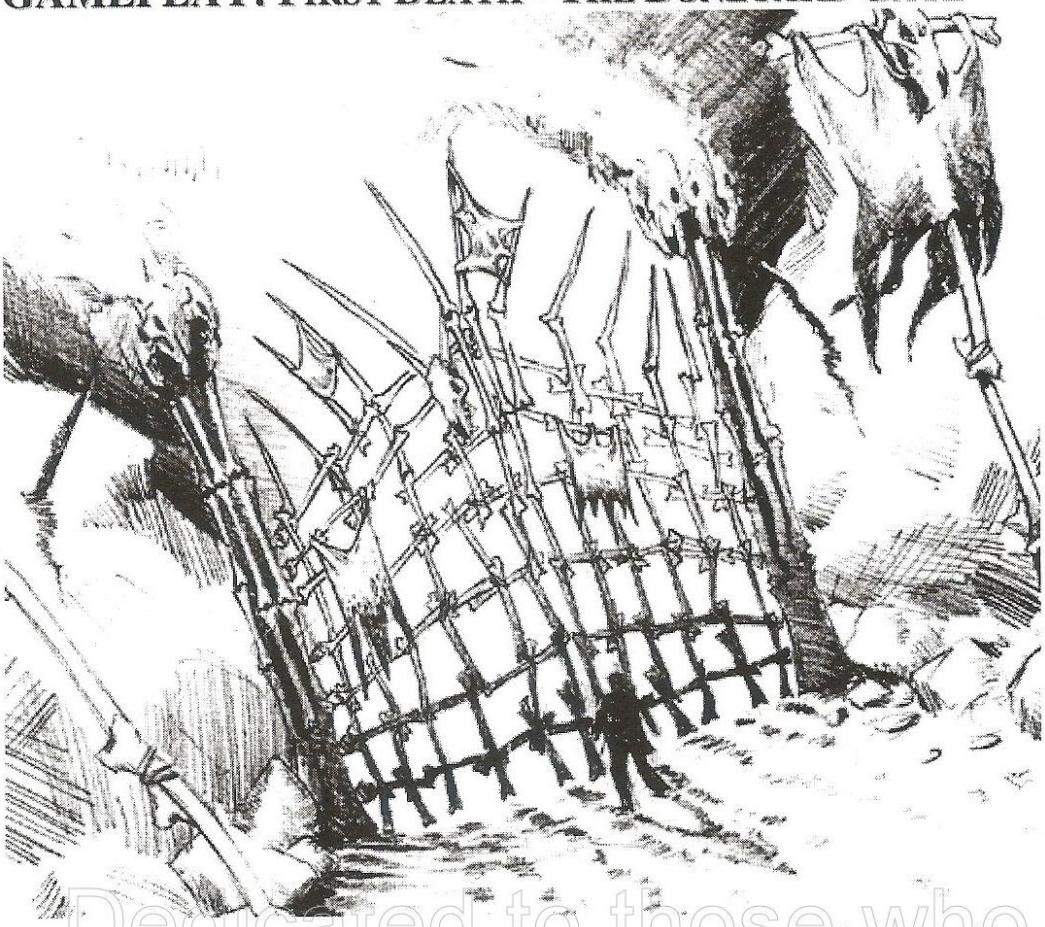
In the hands of Shadow Man, all real-world (not voodoo) items like the Wrecking Bar that can be used as weapons deliver 'Shadow powered' blows - hits which when struck as 'finishing blows' will cause the enemy to die with a Shadow-powered death, which leaves behind a Life Force collectible.

Real form (Mike)	a meter-long wrecking bar with a double hook at one end, a flat chiselled end at the other
Shadow form (Shadow Man)	a meter-long bone with double claws at the business end, a nasty spike at the other - leaves a Shadow power coloured 'swipe' trail when swung Finishing blow: Shadow-powered jab that leaves behind a Life Force collectible - Wrecking Bar cannot 'finish' Grigori.

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Wrecking Bar	✓	✓					✓

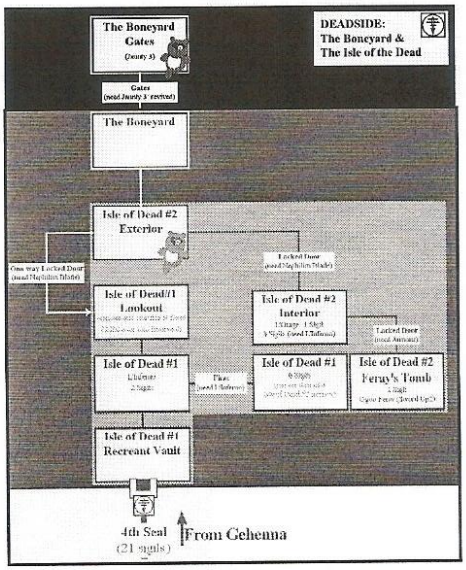
Dedicated to those who helped make this possible.

GAMEPLAY: FIRST DEATH - THE BONEYARD GATE



Should Shadow Man 'die' during the Wild at Heart Ambush, he will be automatically transported to the area just before the Boneyard Gate. (This is the same situation as was set up in 'SHADOW MAN' - if Mike died in the Bayou Paradis level, he'd be sent to Deadside automatically - since it is still the place '*where everyone without exception goes when they die*'.) From here he may then explore the area outside the Boneyard, or use the Teddy Bear to return to the interior of the Wild at Heart (and the fight that's still very much in progress).

After Shadow Man's first transportation to Deadside, be it via death or Teddy Bear, (like 'SHADOW MAN') his restart point in a level is the last point at which he entered the level, or the last Teddy Bear point he passed through.


The Boneyard Gates
DEADSIDE: The Boneyard & The Isle of the Dead
The Boneyard
Isle of Dead #2 Exterior
Isle of Dead#1 Lookout
Isle of Dead #2 Interior
Isle of Dead #1
Isle of Dead #1
Isle of Dead #2 Feray's Tomb
Isle of Dead #1 Recreant Vault
4th Seal (21 souls)
From Gehenna

At this point in the game, Mike has not hooked up with (a non-possessed) Jaunty in Louisiana yet ('Jaunty:3'), so although he'll be able to explore the area outside the Boneyard, he will not be able to pass through the gates to enter the Boneyard itself and Deadside proper.

The only real option therefore is to finish the fight in the Wild at Heart…

CUT SCENE: WILD AT HEART AMBUSH AFTERMATH

This is an in context set piece animation, rather than a cut-scene.

At the end of the fight in the Wild at Heart, Shadow Man calls out once more for Jaunty…

"Jaunty? Jaunty!?!! (muses) Damn…I need to speak to Nettie…"

Until Mike/Shadow Man finally meets up with Nettie, a series of internal monologues are triggered to push the player along: "Hmm... I really need to speak to Nettie." "I'm wasting my time here, I need to speak to Nettie." etc.

<TO BE DETAILED - A DEFINITIVE AND OBVIOUS CLUE TO NETTIE'S WHEREABOUTS IN THE BAYOU IF A TOTALLY LINEAR ROUTE TO THE CHURCH IS FAR, FAR TOO DIFFICULT FOR FOCUS GROUPS TO FOLLOW>

GAMEPLAY: WILD AT HEART AMBUSH AFTERMATH

At the end of the ambush the player is left to explore the Wild at Heart with Shadow Man - the bar area and the upstairs area which includes Mike's room.

Exploring the Second Floor, Shadow Man will find it trashed, gutted by fire and looted. A strongbox that was hidden under the bed has been pulled out and emptied. Context speech should be triggered here "Damn! They've taken everything…" to emphasise this (and explain why Mike is short of a few things - including a watch and his favourite handgun, but more of that later).

The only item that has survived the looting is a battered and burned copy of the SERIAL KILLER FILE - the same document from 'SHADOW MAN', which will ultimately prove very useful in locating Thomas Deacon later.

Downstairs, the bar is in a similar state - the cash register has been emptied, bottles and crates have been smashed - it was a mess before Shadow Man got jumped, it's even worse now. The only working item in the bar area is the WILD AT HEART TELEPHONE, which although operational now will not come into its own until later.

To leave the Wild at Heart Shadow Man must pick up the discarded Wrecking Bar and use it in context on the Main Door; this will wrench off the padlock allowing access to the street and the rest of the adventure.

Dedicated to those who helped make this possible

INVENTORY ITEM: SERIAL KILLER FILE

Location: Wild at Heart upstairs

<ILLUSTRATION REQUIRED>

This is the same document from 'SHADOW MAN' containing the serial killer profiles, just burned and charred after the Wild at Heart was looted. The cover is scorched and many of the pages are missing or are burned to the point that they are illegible. However, the first page of the file - the covering letter from Thomas Deacon is still intact and entirely readable:

THOMAS DEACON P.I.
PRIVATE INVESTIGATIONS
1 PRAISE PLAZA, GLEN COVE, NEW YORK 11542
TEL: 555-0101 FAX: 555-0102

Agnetta,

Here is the information you requested regarding the five serial killers - referred to by yourself as the 'Five'. My research has led me into areas I do not normally pursue - no demon spoor (Asmodeus) as far as I can see. My sources tell me that each report is as current as it can be, especially the reports on Batrachian, Cruz and Pike. The Batrachian report is particularly up-to-date, with a news item included that is only a week old.

When studying the information, of particular note is the inclusion of symbols and poems at the crime scenes, along with the phrase 'For we are many', (taken, I believe, from the bible - Mark, Chapter 5, Verse 9). Are these guys in cahoots, or is it simply coincidence? Knowing you as I do, Nettie, I cannot believe it's the latter.

Anyway, hope the stuff proves useful.

Best regards,

Tom

(Note that the telephone number has been emphasised in the transition from 'SHADOW MAN' since it plays an important part later in the adventure. The mysterious reference to Asmodeus made in 'SHADOW MAN' will also be explained in SHADOW MAN: 2ECOND COMING.)

GAMEWORLD ITEM: WILD AT HEART TELEPHONE

This is a battered pay phone in the corner of the Wild at Heart bar area that may be used to contact characters outside of the game's playable universe. Accessed by performing a context sensitive action on the telephone, the camera zooms in to give a close-up view of the touch-tone keypad. By moving a highlight cursor over the keypad's keys the player may dial in any seven-digit US telephone number. Of course, most are invalid, but certain key numbers (all prefixed '555', of course) are accessible.

555-0101 - Thomas Deacon

At this point should the player try to contact Thomas Deacon on his telephone (555-0101) he will get a recorded message: "This is Thomas Deacon, please leave your name and number and I'll get back to you as soon as I can." Which will see Shadow Man hanging up without leaving a message.

555-0102 - Thomas Deacon (Fax)

Of course, should the player dial 555-0102 - Deacon's fax - they'll get exactly what they expect - a fax dial tone. Naturally Shadow Man will always hang this one up straightaway.

(Note that the telephone keypad may be useful for activating cheat codes, secret and spoof telephone numbers for later release, even an Acclaim Cheat Hotline number, which *could* come back with in-context help... Marketing guys - there may be something here that you could do with this...)

Deathcall for those who
refuse to take this
possible

Dedicated to those who helped make this possible.

GAME EVENT: DAY/NIGHT CHANGE: 2D

(EXIT WILD AT HEART WITH WRECKING BAR AND CHANGE TO DAYTIME/NO RAIN EN ROUTE TO NETTIE)

As mentioned previous, the early sections of the game, the day/night and weather conditions will be controlled via set-piece game events.

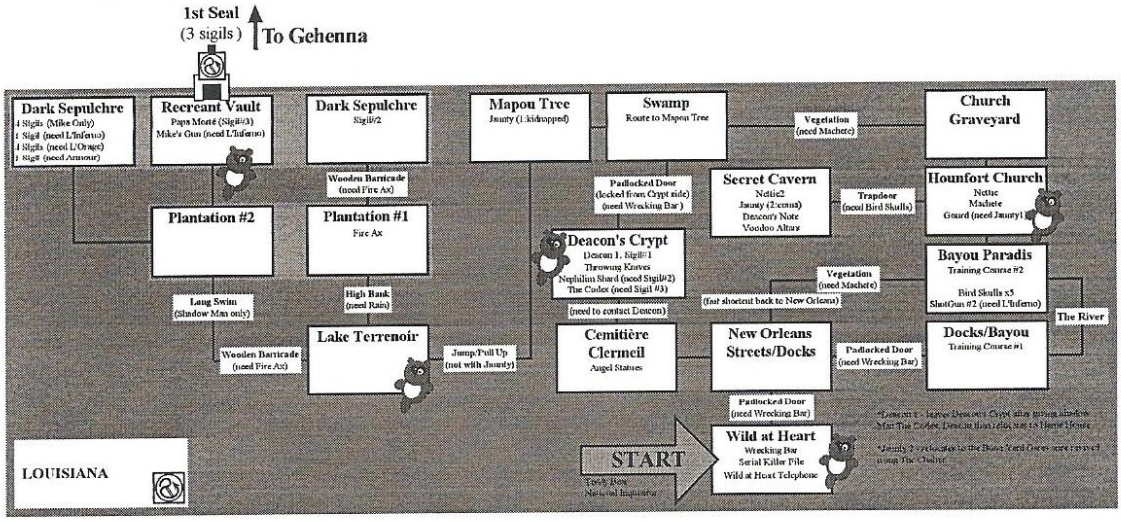
Having explored as much of the Wild at Heart as he can, and now carrying a Wrecking Bar (since it's necessary for opening the door), Shadow Man strides off into the streets of New Orleans in search of the Bayou Paradis and Nettie.

Once Shadow Man exits the Wild at Heart, the start of the sunrise is triggered, Shadow Man muses to himself "Hmm…looks like it'll soon be daybreak…" Within the next few minutes of gameplay the sun will rise and Shadow Man will transform into Mike in game.

Our hero will then stay in his Mike form until the next day to night transition is triggered by the adventure.

LOCATION: LOUISIANA

Below is the overview diagram of the Louisiana area, incorporating New Orleans, Bayou Paradis and the Plantation area - home of Papa Morté and his followers:



GAMEPLAY: TRAINING - THE ROUTE TO NETTIE (1)

Having negotiated the small loop of back streets near the Wild at Heart, Mike (since very quickly he has transformed back from Shadow Man) will find himself in the Alleys en route to the Docks. These provide the player with a short training course (in the same style as in 'SHADOW MAN') that will see them perform all the basic non-combative action gameplay moves:

1. Wrench a second padlock from a locked door to exit the New Orleans Streets area and reinforce the use of the Wrecking Bar as a quest item, rather than a weapon.
2. Alleyway: Perform a series of in-line distance jumps - one short, one long
3. Alleyway: Perform a simple jump up, grab and pull up.
4. Alleyway: Perform a series of step-up jumps.
5. Into a boathouse: Smash through a glass door with the Wrecking Bar to get through to the next area.
6. Boathouse interior: Wade into some water, tread water and pull up on the opposite bank.*
7. Boathouse interior: Drop into water, dive down and swim under a tunnel before coming out the other side and wading out of water.*
8. Wrench a third padlock from a locked door to complete the sequence and enter a final boathouse.

Depending upon the required pacing of this early section of the game, a few of Morté's thugs may be inserted within this environment to add a little extra gameplay 'spice'.

(*Designer's note: remember that water levels may go up when L'Orage is cast - design these maps to compensate…)

GAMEWORLD ITEM: BOAT

(Included presently, but can be dropped if necessary to facilitate a shorter development time - without it, Mike simply negotiates the banks of the River to reach Bayou Paradis.)

This is a somewhat dilapidated medium-sized boat (as opposed to the outboard-powered 'canoe' in 'SHADOW MAN') which can be boarded and driven by the player through the rivers and outlets between the Docks area and the Bayou Paradis. Large enough to be walked around on and having at least one low point so that it may be boarded by pulling up on it from out of the water it is controlled by boarding it, walking Mike/Shadow Man up to the control console and pressing the ACTION button. This will clear Mike/Shadow Man's hands of any items and put his hands firmly on the wheel.

Control of the boat is a matter of pushing FORWARDS to accelerate, BACKWARDS to decelerate/reverse, LEFT and RIGHT steadily turn the boat in the appropriate direction. Pressing ACTION releases Mike/Shadow Man's grip on the controls and the boat will drift for a while according to whatever velocity the boat still has (so, it's usually wisest to bring the boat to a stop before disembarking). (Note that the Boat will stay in place wherever the player left it - even if Shadow Man goes Deadside and returns to the Bayou later.)

LOCATION: THE RIVER/BAYOU PARADIS

Gator infested, and high banked, the River and the surrounding outlets provide initially a single route to the Bayou Paradis - long enough to be interesting, short enough not to be a bore. Small landing stages and beaches allow a few drop-off points to bonus areas.

The River ends at the Bayou Paradis landing stage in front of Nettie's Hounfort Church featured in 'SHADOW MAN' (the dried-up open area that housed the boat wreck has now flooded).

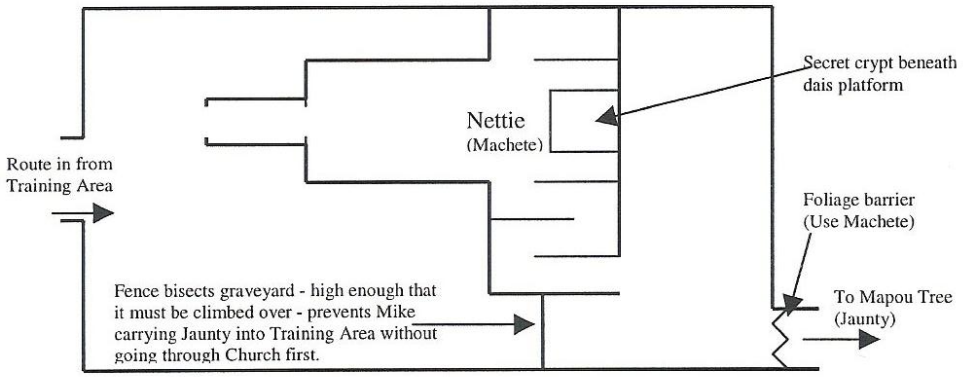
GAMEPLAY: TRAINING - THE ROUTE TO NETTIE (2)

Having docked the Boat at the landing stage Mike need only negotiate the 'familiar' but effective training route to Nettie's Church:

1. Negotiate an overhead rope.
2. Perform a simple jump up, grab, sideways ledge movement followed by a pull up.

Which concludes the training and Mike's journey to Nettie.

LOCATION: HOUNFORT CHURCH


Secret crypt beneath dais platform
Nettie
(Machete)
Route in from Training Area
Foliage barrier (Use Machete)
Fence bisects graveyard - high enough that it must be climbed over - prevents Mike carrying Jaunty into Training Area without going through Church first.
To Mapou Tree (Jaunty)

Dedicated to those who helped make this possible

This is based on the original Nettie's church as seen in 'SHADOW MAN', but for the purposes of the sequel it is structured slightly differently. Internally a secret cavern has been added below the dais in front of the altar (but more of that later) as well as a back door exit (no swing doors on this route, lest things get messy on Mike's return with Jaunty!). (In addition a large table or altar must be added to sit Jaunty on when he returns from the Mapou Tree.)

Externally the graveyard differs by being bisected by a fence (or other) barrier which must be climbed over to get to the back of the church.

Leading out of the graveyard at the back of the church is a tunnel that leads to the Mapou Tree. This is initially blocked by a series of vegetation barriers that must be cut down with a Machete given to Mike at the end of his first meeting with Nettie.

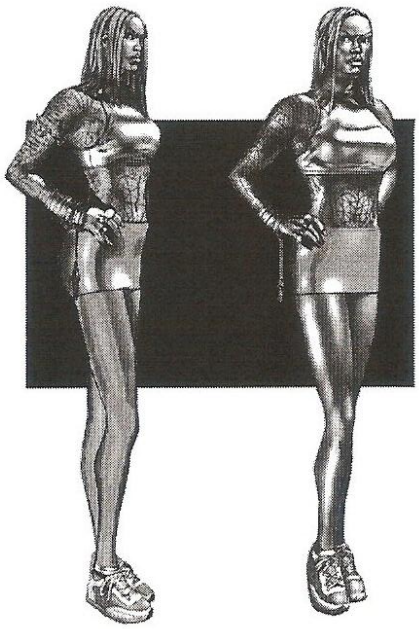
(Designer's Note: the doorways in and out of the Hounfort Church must be sufficiently high to allow Mike to pass through them with Jaunty on his shoulders {suggest at least a minimum of 2.56m}).

TEDDY BEAR MEMORY: HOUNFORT CHURCH

When Mike steps into the main body of the Hounfort Church for the first time a third Teddy Bear Memory is added to the Teddy Bear Screen:

- "Bayou Paradis : Hounfort Church".

CHARACTER: NETTIE



Nettie is, for all intents and purposes, the same character as she ever was in the original 'SHADOW MAN' video game - a 400-year old voodoo priestess occupying the body of a 20-year old. She still very much 'owns' Mike, however Mike's attitude towards her in the sequel implies that no longer the scales are tipped entirely in her favour.

Due to the advances in technology, time and planning, like Mike/Shadow Man Nettie's in-game appearance has altered somewhat, with a new, more fashionable and streetwise look that reflects more accurately the youth of her surrogate body. In response to criticisms of her voice in 'SHADOW MAN', her part is to be re-cast.

The character of Nettie is to perform a more significant role in the sequel. Now, instead of simply setting the scene and being on-hand to provide advice, her initial role in the game is to direct the action, by sending Mike/Shadow Man on a series of clearly defined 'missions'. These take the form of direct instructions such as to go and rescue Jaunty from Morté's thugs and later to recover the necessary ingredients for a 'POUDRE' with which to protect Jaunty. As the adventure progresses, once this 'directorial' / 'mentor' role has been superseded by the appearance of Deacon, Nettie then performs the role of a (dare I say it?) 'Voodoo trader'. In this role she is on-hand to provide Mike/Shadow Man with a variety of VOODOO ITEMS, WEAPONS and HEXES by way of making OFFERINGS to the Loa (voodoo gods).

CUT SCENE: FIRST MEETING WITH NETTIE

BAYOU PARADIS- HOUNFORT CHURCH INTERIOR

Mike enters the church, from the initial greeting with Nettie it's evident that their relationship has changed since 'SHADOW MAN'. There is still no love lost between them but now that Mike is resigned to be her Shadow Man and accepted it, he is far more direct with her and committed to his role. (Perhaps, with Nettie's even more 'fine' appearance, we could have Mike making a self-referential quip about that.)

Mike explains the circumstances - the Wild at Heart has been trashed and looted - they've taken his gun " I don't even know what time it is - they've taken my godammned Rolex (marketing guys - this is a product placement opportunity!) and most of my cash..." Jaunty is missing and he's survived being jumped by a bunch of thugs.

Nettie explains that she suspects it is the work of PAPA MORTÉ, a rival Bokor who operates out of THE PLANTATION - a derelict, slave-era plantation located way out in the swamplands. Nettie and Morté have had an uneasy truce between them for years - the last dispute some eighty years previous left Morté missing an eye.

Since then Morté and his increasing group of followers involved themselves in criminal activities including drug trafficking. It is evident that Morté is now expanding his territory and the attack on the Wild at Heart and the abduction of Jaunty is just the first round.

Nettie charges Mike to go find Jaunty - if it is the case that he has indeed been taken by the Bokor then Mike needs to head towards the Plantation. On the subject of weaponry - Nettie can only offer a MACHETE that will have to make do until something else turns up.

Nettie ends the conversation by alluding to the arrival of the star, that it is a sign of a coming storm. As to what the storm will bring, she cannot say, but she urges Mike to go with caution.

If Mike returns to Nettie without Jaunty:

BAYOU PARADIS- HOUNFORT CHURCH INTERIOR

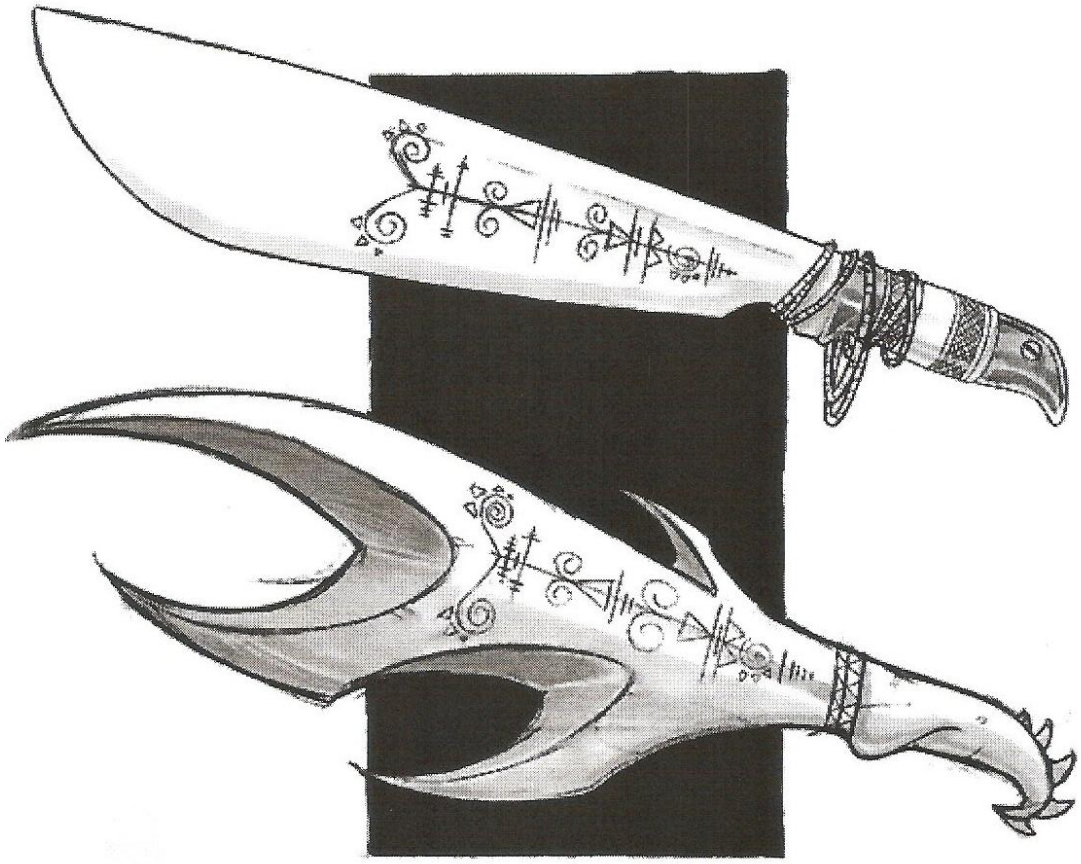
Nettie tells Mike not to waste time and to go get Jaunty.

(This scene to be written so as to suit all circumstances - Mike having not yet even seen Jaunty, Mike having seen Jaunty and not brought him back, Mike having died while returning with Jaunty, etc.)

Redistributed by those who helped make this possible.

INVENTORY ITEM: MACHETE

Location: Hounfort Church - in Nettie's possession



<ILLUSTRATIONS REQUIRED - EXAMPLE SHADOW POWERED ATTACK>

This is simply a metre-long machete. Having been used for ceremonial purposes by Nettie over the past two hundred or so years, it is slightly worn and has, over time been decorated with green and purple coloured threads. A small feather has also been attached to it and its blade has a simple vévé inscribed on it near the hilt. In game it has two uses:

- Short-range slashing weapon - does more damage than Wrecking Bar
- Cannot smash 'smashable' glass or pry off padlocks like the Wrecking Bar
- Cuts through vegetation barriers

  <ILLUSTRATION REQUIRED TO FULLY EXPLAIN THESE>
- In context: cut tethers from objects (like upside-down dangling dwarves, for example…)

Real form (Mike)	Ceremonially decorated 'domestic' machete
Shadow form (Shadow Man)	Machete blade has a more savage, serrated blade. Blade and handle appear to be made of carved bone - leaves a Shadow power coloured 'swipe' trail when swung Finishing blow: Shadow-powered jab that leaves behind a Life Force collectible - Machete cannot 'finish' Grigori.

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Machete			✓				✓

Dedicated to those who helped make this possible.

Dedicated to those who

GAMEPLAY: TRAINING - THE SEARCH FOR JAUNTY

The route to Jaunty begins behind the church through a tunnel blocked by barriers of foliage that Mike must use the Machete to cut through. The route is ostensibly downhill and highly linear, but containing a couple of branching loops in the pathway to make it more of a 'search'*. The course leads down a series of large steps (no bigger than 1.28m in a single drop), a few wades through waist-height water and through a series of foliage barriers.

possible.

In the latter half of this area Morté's thugs start showing up to add to the mix - Mike is heading into the cult's territory and is advised to stealthily take the patrolling thugs out as he approaches the area surrounding the Mapou Tree.

As he enters the area surrounding the Mapou Tree he sees Jaunty, dangling upside-down from it and babbling, "And I looked, and behold a pale horse: and his name that sat on him was Death… ", over and over…

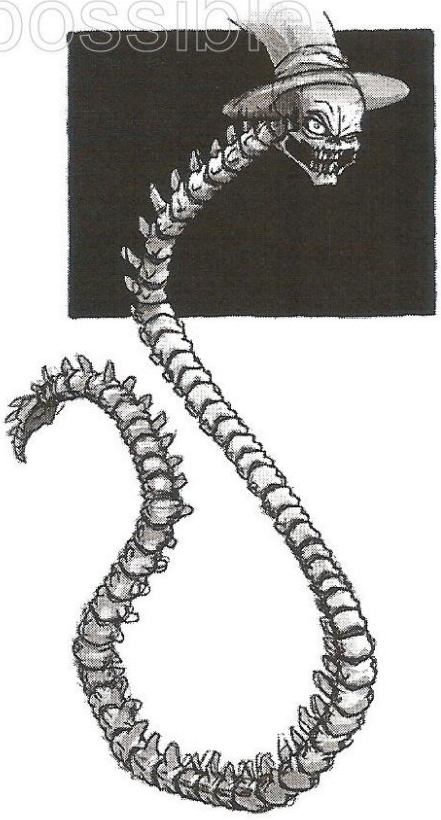
Walking up to him and using the Machete triggers a cut-scene in which Mike snaps Jaunty out of it and cuts him down…

(Designer's note: …but not as misleading a one as the search for the Paths of Shadow in 'SHADOW MAN', which despite being linear still foxed some people - landmarks are the key!)

CHARACTER: JAUNTY

The character of Jaunty differs from that in 'SHADOWMAN' inasmuch that in SHADOW MAN: 2ECOND COMING we get to see this fellow walker-between-the-worlds in both our world and Deadside. Since he is akin to Mike/Shadow Man, he has two forms - his familiar (although now technologically 'upped') Deadside form, and his equally unlikely Liveside form:

In Deadside:



A top-hatted, skull-headed, one-eyed snake-like abomination with a giant spinal column for a body…

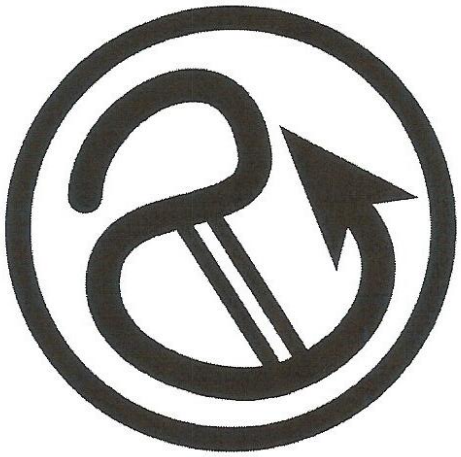
In Liveside:

Dedicated to those who helped make this possible

Dedicated to those who helped make this possible

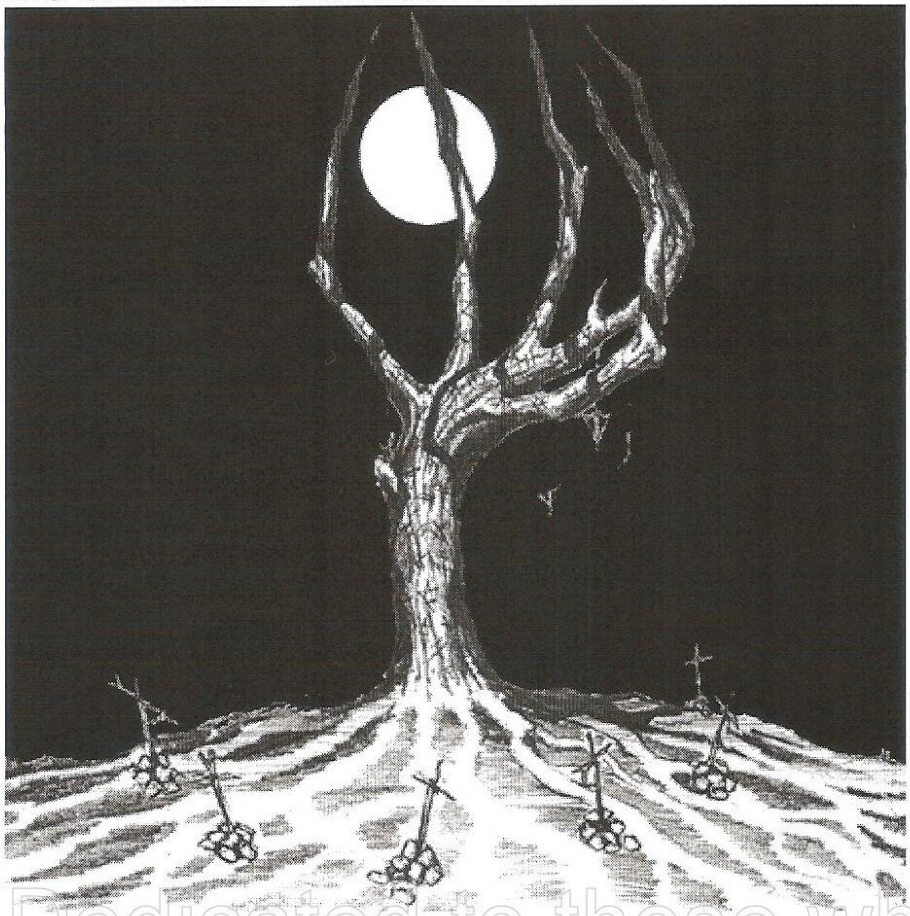
A repellent middle-aged white-Irish dwarf with skeletal features and one bulging eye, wearing a top hat, an ill-fitting tuxedo over a grease-stained white T-shirt, adorned with voodoo necklaces, and sporting a pair of grimy children's sneakers.

Throughout the adventure, Jaunty's forehead is branded with the mark of a sigil - Papa Morté's symbol as branded into the foreheads of Morté's thugs:



(Although Jaunty is a Walker-between-the-Worlds like Mike/Shadow Man possessing two forms it isn't necessary to show his forms changing between night and day, or practical for that matter. Simply - in Liveside Jaunty is a dwarf, in Deadside he's a skull-headed snake…it's also much simpler for the player to grasp….)

LOCATION: THE MAPOU TREE



Dedicated to those who
Dead Head Mike this
possible

This is a large clearing in the swamp in centring on a giant gnarled stump of a dying tree that stands like a scarred and deformed hand thrusting out of the mud. The tree has lost its foliage and the bark has been entirely stripped away, allowing it to be carved with masses of decorative and protective vévé. Surrounding it and hanging from it are a multitude of voodoo items, trinkets and offerings, amongst them Cadeaux and other game 'secrets'. Dangling from a rope tied to the largest branch is Jaunty (in his dwarf-form, as it's Liveside) - upside-down, his hat lying on the floor beneath him (possibly). The rope that is just long enough for his groin to be at Mike's head height, making cutting him down a bit of a stretch and forcing Mike to stoop to look the little blighter square in the eye.

(Designer's Note: One other feature of the area surrounding the Mapou Tree is that the area is to be designed so as to prevent Morté's thugs from wandering into the area surrounding it and interfering with any cut-scenes.)

CUT SCENE: CUTTING JAUNTY'S ROPE

MAPOU TREE

Dedicated to those who helped make this possible

Jaunty is babbling. Repeatedly muttering the words from Revelation 6:8 " And I looked, and behold a pale horse: and his name that sat on him was Death…"

Knowing that Morté's thugs are all about Mike cautiously looks about and when he's sure no one is within earshot slaps Jaunty square across the face to snap him out of his trance. Jaunty splutters and at the top of his voice declares "Moichael! It's bloody great to see you!"

Immediately Mike silences him and tells him to keep his mouth shut because the place is crawling with thugs. Jaunty apologises, speaking in considerably more hushed tones.

Mike seeing the symbol branded into Jaunty's forehead pointedly scrutinises it and asks him what it he thinks the brand is. Jaunty explains that he doesn't know apart from the fact that it itches, and he would really appreciate being let down.

At that Mike, using the Machete begins to saw at the rope from which Jaunty is dangling. A hilarious scene ensues as Jaunty repeatedly interrupts Mike's desperate rope cutting while imparting what little information he can remember about his mysterious abduction.

When the rope is little more than a few fragile strands, Jaunty, realising his vulnerability seeks assurance from Mike that he will break his fall. It is obvious that Mike really doesn't want to even get anywhere near Jaunty, let alone put his hands on him, and in the midst of a final heated and desperate exchange the rope snaps and Jaunty smashes head-first to the floor.

Complaining about the fall and certain that he's dislocated something, Jaunty picks himself off the floor, dusts himself down and scoops up his top hat. Mike cautiously scans the surroundings telling Jaunty to shut up and keep low.

As Jaunty responds to this final insult, Mike cuts him off, realising that there's no way Jaunty will be able keep up with him on the return, let alone negotiate the obstacles blocking their route. As much as it pains him to do so Mike tells Jaunty to climb on his shoulders and hang on.

Jaunty clumsily climbs onto Mike's shoulders and half-strangling him locks his arms and legs around Mike's neck…

If Mike has died and Jaunty has been relocated back to dangle from the Mapou Tree

Simply repeat the above cut-scene.

GAMEPLAY: CARRYING JAUNTY

<ILLUSTRATION REQUIRED>

Carrying Jaunty back to Nettie's church is simply the reverse journey from the Mapou Tree back up the Hounfort Church, but this time with Mike's in-game character replaced with a version that comprises Mike with Jaunty on his shoulders. Jaunty is hanging tightly onto Mike, legs and arms firmly locked around his throat, his position such that Mike's arms are freed up for combat with the Machete and Wrecking Bar. (This model to be created *after* the Mike character has been fully animated, so that Mike's moves can be mapped onto this hybrid Mike/Jaunty skeleton and the whole dual-character animation adjusted accordingly).

To account for the extra burden of Jaunty, Mike's maximum jump height is reduced to 1.28m and the course return is deliberately designed so as to avoid low ceilings, swimming sections and avoiding pull-up and grab or hang-on moves that simply would not work with a dwarf on Mike's shoulders. In addition - if there's any kind of rolling or other such complex moves that just 'wouldn't work' for this section, they are disabled for this control.

Dedicated to those who helped make this possible

To enhance the experience, a number of in-game quips from Jaunty based on Mike's actions will be triggered:

"Way ta go Moichael!" as Mike dispatches one of the thugs

"Don't ye bloody drop me now!" as Mike wades St. Christopher-like through waist-height water

"Moichael ye bloody eejit, what d'ya have to go and do that for?" if Mike dies before he reaches Nettie

"Yipes!" and "Ouch!" reactions when Mike takes a hit.

Occasionally in response to these, Mike will tell Jaunty to shut up or at least keep it down…

It must be noted that nowhere in this section of gameplay will Mike pick up or put down Jaunty - he remains along for the ride until Jaunty gets down from Mike's shoulders in the next cut-scene with Nettie. Should Mike try to use the Teddy Bear to reach Nettie, Mike will relocate to Nettie, but Jaunty will be reset back to the Mapou Tree and strung back up.

Should Mike die during this return journey he will be shot off to Deadside or the last Teddy Bear point he visited (which, since the route is forced to go via the Nettie at the Hounfort Church will be there) without Jaunty. Like the instance of using the Teddy Bear, Jaunty will be relocated back to the Mapou Tree and strung back up. Effectively the entire 'puzzle' is reset until Jaunty is safely conveyed to Nettie.

(Basically, this is one great big fat, hairy set-piece cheat, but one that hopefully players will remember and reviewers will talk about for a very long time…)

CUT SCENE: REUNITING JAUNTY AND NETTIE

BAYOU PARADIS- HOUNFORT CHURCH INTERIOR

Dedicated to those who helped make this possible.

Mike, still carrying Jaunty, steps into the church to be greeted by an amused Nettie. She makes a suitably cheeky quip about this odd couple as Mike lets Jaunty down from his shoulders and sits him on a large table/altar (this so that in the next scene Nettie and Mike don't have to stoop uncomfortably low).

Mike takes the lead and tells Nettie about how difficult it was to get past Morté's thugs and how he found Jaunty dangling from a Mapou Tree babbling what seemed to sound like a passage from Revelation. Nettie is intrigued - Morté is *Voodoo* - in league with the Loa Samedi, he doesn't draw his powers from such faiths. Mike then draws Nettie's attention to Jaunty's branded forehead and both Mike and Nettie scrutinise the symbol with far too much intensity for Jaunty's comfort.

Mike explains that it's the same symbol he saw scrawled around the Wild at Heart and on the foreheads of Morté's thugs so there's some connection somewhere. Nettie says that it is not vévé, not Voodoo. As to what it is, or what power it has, she has no idea.

Mike asks what they can do as he and Nettie wander away from Jaunty. Nettie says that he and Jaunty might as well go back and sort out the bar - after all, Morté's plan to get to Nettie failed. He underestimated the power of her Shadow Man. They must go with caution though, certainly something is brewing - the power of the star brings a storm and Morté knows that too.

Suddenly the conversation is interrupted with a vile, hollow belching sound and both Nettie and Mike turn about to see a surprised Jaunty clutching his stomach, mouth wide open. Somewhat embarrassed, Jaunty puts a grubby hand over his mouth. Nettie and Mike turn back to their conversation only for it to be interrupted once more by yet another belch from Jaunty - this time even longer and louder and from Jaunty's posture, really painful.

Mike, concerned turns to Jaunty "Jaunty…what's the matter...?"

"Come and see." Jaunty whispers.

"What?"

"Come and see… And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him." (Revelation 6:8)

Nettie suddenly realising what is happening begins to back away, terrified, her eyes focused on Jaunty, arms raised attempting to ward off evil. "Stay away - esprit be gone! Leave this cheval and depart this place!" She begins repeating an incantation "I call upon Obatala to protect this place, to purge this cheval of the esprit that rides it!"

As Nettie speaks Jaunty raises his voice, his voice changing and deepening into some deeper and inhuman "And power was given unto them over the fourth part of the earth, to kill with sword, and with hunger, and with death, and with the beasts of the earth…Yeuuurgckkkhhhhhhh! "

At that Jaunty makes a series of horrendous vomiting sounds, falling forwards from the table to the floor, crouched over in pain he continues retching, belching and coughing until with a disgusting final roaring retch some*thing* spews out of his mouth onto the floor in front of him. It is a swarm of *very very faint** 'ghost snakes' - writhing ethereal ectoplasmic tendrils that spew relentlessly from Jaunty's open mouth. They swarm outwards writhing in mid-air, poised to strike, all aimed towards Nettie.

The tableau holds for a fraction of a second: Jaunty, dead-eyed, his mouth open, Nettie stricken with terror her arms held out as she desperately repeats the incantation, Mike stood between them helpless. Then, in an instant, with lightning-bolt speed the spirit-mass streaks across the room, Nettie screams and at the last minute deflects it back into Jaunty who falls backwards and begins to convulse. She runs over to Jaunty and placing her hand over his mouth firmly holds him against the floor, bucking against the force of the convulsions from the gargling smothered Jaunty, the 'ghost snakes' desperately trying to worm their way out from between her fingers.

"Mike! Take this!"

She throws a GOURD to Mike.

"We need to make a Poudre to bind this into him. Fill it with BIRD SKULLS…erm…ten should do…"

"Ten bird skulls…in this. Got it!"

"Now *go*…and quickly!"

Dedicated to those who helped make this possible.

(*Note: - in keeping with the logic of the SHADOW MAN game universe, since this is daytime Liveside, there are no overt manifestations of psychic powers or magic - therefore the spirit-mass must look as ethereal as possible, in fact, almost, but not quite, invisible. Stylistically, think perhaps more of 'Predator' cloaking devices and 'Matrix' 'bullet-time' shock-waves, rather than ghostly apparitions.)

If Mike returns to Nettie without all 10 Bird Skulls:

BAYOU PARADIS- HOUNFORT CHURCH INTERIOR

Nettie is still holding Jaunty down on the floor.

"Mike - fill the Gourd with ten bird skulls!"

(…and variations if necessary.)

GAME EVENT: DAY/NIGHT CHANGE: 3N

(RECOVER JAUNTY AND CHANGE TO NIGHTTIME/NO RAIN WHILE SEARCHING FOR BIRD SKULLS)

This day to night change is kicked off at the end of the cut-scene where Jaunty is reunited with Nettie, and allows the player to try out Shadow Man while searching for the BIRD SKULL collectibles in the Bayou and surrounding area.

INVENTORY ITEM: GOURD

Location: Hounfort Church - in Nettie's possession

<ILLUSTRATION REQUIRED - FULL>

Dedicated to those who helped make this possible

This is a ceremonial voodoo gourd that enables Shadow Man to collect the 10 BIRD SKULL collectibles dotted around the currently accessible portions of the Louisiana level. It may be carried in either hand, but cannot be 'used' as such - it simply is a device that enables the collection and transportation of the Bird Skull collectibles.

On the Inventory Screen a number appears after its text description:

"Gourd (7)"

Which is the number of Bird Skulls so far collected.

When all 10 have been collected this changes to:

"Gourd (FULL)"

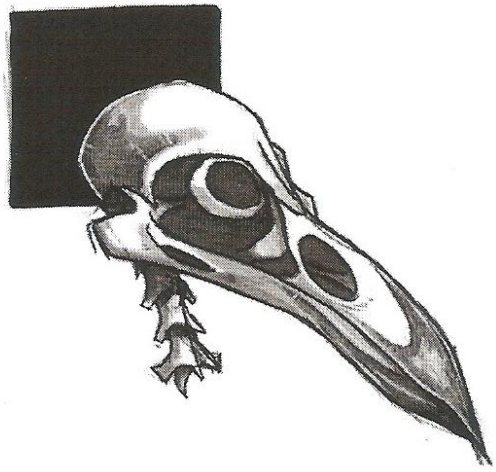
Similarly, initially this reads:

"Gourd (EMPTY)"

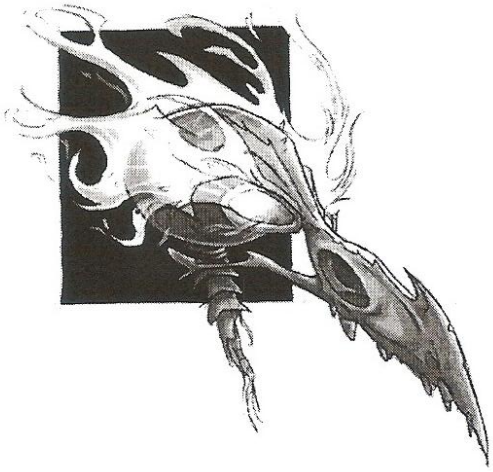
In keeping with the appearance of the Bird Skull collectibles, it would be graphically consistent for the Gourd's interior to glow with the same type of glow issued by the collectibles once at least one has been collected by Shadow Man.

COLLECTIBLE ITEM: BIRD SKULL

<ILLUSTRATION REQUIRED - IN SITU ON CROW CARCASSES>



Real Form



Shadow Form

These collectibles are found atop the carcasses of dead crows, strung up around the Louisiana level as wards of voodoo protection (in 'SHADOW MAN', two were seen on posts near the entrance to the cave leading to the Hounfort Church). During the day, these cannot be collected, but at nighttime they glow with an eerie voodoo-glow and become collectible by Shadow Man using the Gourd given to him by Nettie. (During the cut scene in which he reunites Jaunty and Nettie.)

There are 10 Bird Skull collectibles in total, when collected they increase the Gourd's 'bird skull' counter on the Inventory Screen.

GAMEPLAY: IN SEARCH OF BIRD SKULLS

This is effectively Mike/Shadow Man's second 'mission' - a way of getting the player even more familiar with the idea of revisiting Nettie and giving them the option to play as Shadow Man. This is simply a matter of searching through the Louisiana level so far explored (Wild at Heart, the River, Bayou Paradis, Hounfort Church and the Mapou Tree) for the Bird Skull collectibles.

When the tenth Bird Skull is collected Shadow Man utters context sensitive speech "Done. I need to get back to Nettie."

Should Shadow Man return to the Hounfort Church without collecting all 10 of the Bird Skulls he will find Nettie still desperately trying to contain the convulsing Jaunty and urging him to quickly find the collectibles.

When Shadow Man returns to the Hounfort Church with all 10 Bird Skulls, he will find things inside the Hounfort Church have change significantly - the Secret Cavern has been opened up in the floor beneath the altar area and Nettie and Jaunty have moved down into the cavern.

(Designer's Note: some of the Bird Skulls should be Shadow Man-only accessible.)

helped make this

LOCATION: HOUNFORT CHURCH SECRET CAVERN

<ILLUSTRATION REQUIRED>

This location only becomes accessible when Mike returns to Nettie with the Gourd full of 10 Bird Skulls. It is a secret cavern hidden beneath the dais platform that Nettie has 'off camera' opened up. Simply Shadow Man returns with the filled Gourd to find steps leading down into the Secret Cavern, Nettie and Jaunty being relocated to the cavern.

CUT SCENE: NETTIE MAKES THE POUDRE

BAYOU PARADIS- HOUNFORT CHURCH SECRET CAVERN

Having descended the steps of the cavern Shadow Man calls for Nettie.

"Nettie?"

"Down here!"

Shadow Man turns the corner to find Nettie attending to Jaunty who is now flat out on the altar in the centre of the cavern and surrounded by candles. Jaunty has stopped convulsing, instead he's catatonic, repeatedly mumbling to himself the same passage from Revelation 6:8 ("Come and see… And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him.")

"How is he?"

Shadow Man hands Nettie the GOURD. (Which now vanishes from the Inventory.)

"I've managed to subdue him, but the cheval that's riding him - it's real powerful. For now I can only contain it until we figure out how to destroy it. That's why I need the Poudre."

Shadow Man winces at the grinding popping sounds made by Nettie, off-camera grinding the Bird Skulls to dust with a single motion. She quietly whispers an incantation over the Gourd, to Eleggua to protect Jaunty and contain the cheval (spirit) that is riding (possessing) his body.

Nettie encircles the altar, stooping to scatter the glowing Poudre around the altar, encircling it with intricate vévé.

"I guess that thing in Jaunty was meant for you?"

"Damn straight. Morté's a smart one - cheval must be invited to come within your protection. I'm just glad I was quick, and strong enough to deflect it. Otherwise we'd be in deep shit right now. Thing is though, ain't like nothing I've seen before - it ain't no Duppie. Something much bigger, much more powerful, beyond Morté's power."

" …any ideas at all?"

"Not until Jaunty calmed down enough so's I could drag his stinky ass down here. Found this in his pocket…seems he was bringing it to me when Morté's lot jumped him."

Nettie picks up a hastily written note (Deacon's Message) and passes it to Shadow Man.

"Same symbol on here as is on Jaunty." She motions to the brand on Jaunty's forehead.

Shadow Man scans the note.

"Thomas?"

"Deacon. You remember? Guy profiled them killers for me? I think we've just found what he's been looking for all these years."

"You trust him? Sounds a bit unhinged."

"He's more straight up than anyone I ever met. I known him a long time Shadow Man, *real* long time... We gotta call him. "

"You got his number?"

"No, he doesn't operate that way… "

Nettie ponders a moment.

"…Remember those killer profiles he sent me? The number of the Private Detective agency he was using as a front might be in those… See if you can find it and give the number a try.

The cut scene ends with Shadow Man in possession of DEACON'S NOTE.

The GOURD has been removed from his Inventory.

Nettie is now permanently located in the Secret Cavern below the Hounfort Church.

If Shadow Man returns to Nettie without speaking to Deacon:

BAYOU PARADIS- HOUNFORT CHURCH SECRET CAVERN

Nettie tells Shadow Man to find Deacon's number and to contact him.

Dedicated to those who helped make this possible.

(This scene to be written so as to suit all circumstances - Shadow Man being in possession of Nettie's File, not being in possession of Nettie's file, etc., etc.)

INVENTORY ITEM: DEACON'S MESSAGE

<ILLUSTRATION REQUIRED>

Location: Hounfort Church Secret Cavern - in Nettie's possession, having found it on Jaunty

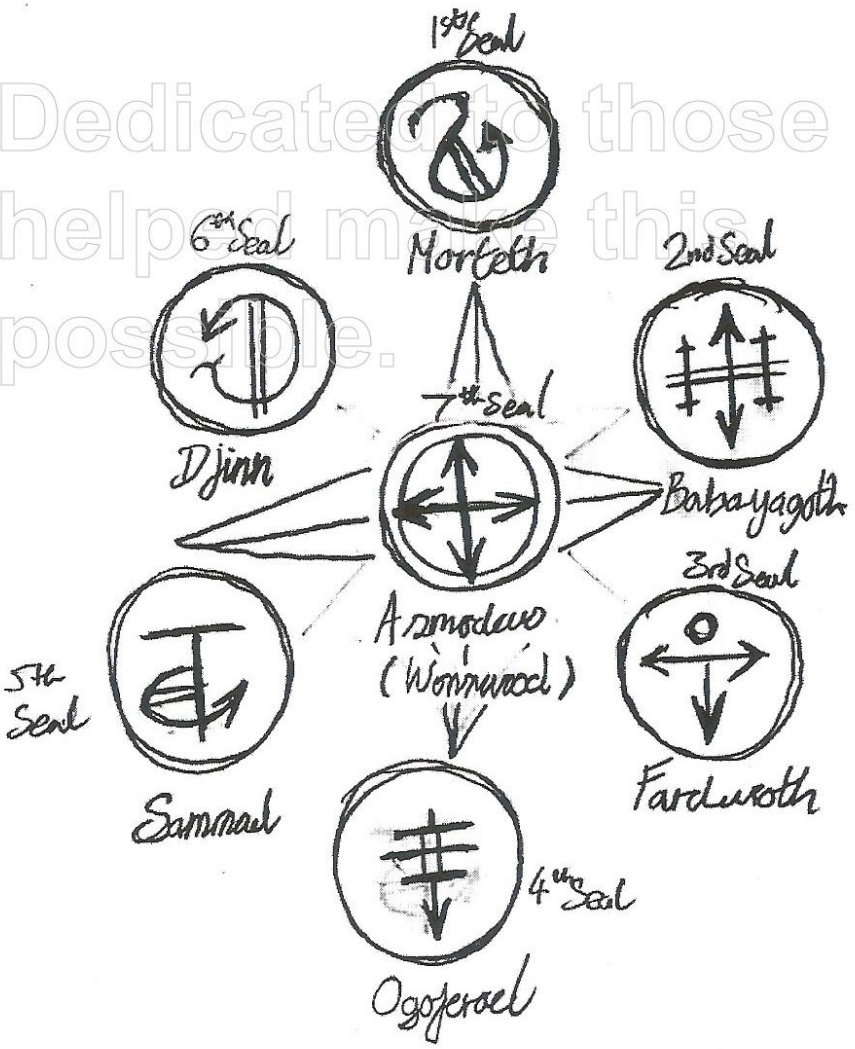
This is a viewable document like Nettie's File. A hastily hand-written note from Thomas Deacon containing a message for Nettie to beware the 'Signs of Evil'. Accompanying the note is a drawing of a group of sigil-symbols. One of the symbols in the sketch matches that on Jaunty's forehead (the symbol representing Morté - annotated 'Morteth' at the top of the diagram).

Agnetta,

I cannot find you to warn you, I hope this note reaches you in time.

The star Wormwood is in the Heavens. (Revelation 8:10-11)

Know these marks are the true Signs of Evil - the demon spoor. Fear them.



Asmodeus shall rise from the pit and the Seven Seals shall be opened (Revelation 5-8)

Protect yourself.

Thomas

Blessed is he that readeth, and they that hear the words of this prophecy, and keep those things which are written therein: for the time is at hand (Revelation 1:3)

Dedicated to those who helped make this possible.

GAMEPLAY: EXPLORING THE SECRET CAVERN #1

At the end of the cut-scene in which Nettie discovers Deacon's Message, Shadow Man is given the opportunity to explore the four areas of the Secret Cavern beneath the Hounfort Church - the LIFE CHAMBER, the HEX CHAMBER, SPELL CHAMBER and WEAPON CHAMBER. These chambers contain various altars from which Voodoo items may be obtained in exchange for different combinations of VOODOO OFFERING collectibles.

With very little accessible at this time, Shadow Man's only real course of action is to follow Nettie's orders and get in touch with Deacon.

(Note: For the sake of clarity within this walkthrough, the contents of the first chamber - the Life Chamber are described below. The rest of the information about the Hex, Spell and Weapon Chambers are detailed in 'Exploring the Secret Cavern #2' - after the description of Mike's first mission into the Plantation, since it is only at that point that these areas become relevant.)

LOCATION: SECRET CAVERN#1 - LIFE CHAMBER

<ILLUSTRATION REQUIRED>

This is one of the four areas of the Secret Cavern beneath the Hounfort Church, and the one immediately accessible, being at the bottom of the steps leading from the church itself. This contains two key areas - the JAUNTY ALTAR - where Nettie is located, tending to the comatose Jaunty, and the LIFE ALTAR, a familiar feature from the original 'SHADOW MAN' which has been relocated to make life a great deal easier.

GAMEWORLD ITEM: JAUNTY ALTAR

<ILLUSTRATION REQUIRED>

This is located within the Life Chamber within the Hounfort Church Secret Cavern. It comprises a raised slab altar surrounded by candles that sits in the centre of the cavern upon which the possessed Jaunty lays. When Nettie has made the Poudre and used it, the floor around it is covered in intricate vévé traceries.

Nettie is located in the vicinity of the Jaunty Altar for the remainder of the duration of the game.

GAMEWORLD ITEM: LIFE ALTAR

<ILLUSTRATION REQUIRED>

This is variation of the original Lifeforce Altar in 'SHADOW MAN' upon which 100 CADEAUX must be offered in exchange for a 10% Maximum Lifeforce increase ('USE' altar with at least 100 Cadeaux in the Inventory). Rather than there being 5 separate altars scattered around the game, there is 1 single altar in this location that may be used multiple times. At the end of its fifth use it spectacularly explodes, rendering it inoperable for the remainder of the adventure.

The altar when successfully 'USE'd by Shadow Man (not Mike, since he's not 'magical') triggers the Lifeforce Increase Cutscene and subtracts 100 from the Cadeaux Counter in the Inventory.

CUT SCENE: LIFEFORCE INCREASE

HOUNFORT CHURCH SECRET CAVERN - LIFE ALTAR

In a manner similar to that depicted in the original 'SHADOW MAN', Shadow Man stands before the altar and arcs of Lifeforce power wrack his body as he receives a 10% increase in his Maximum Lifeforce level.

At the end of the fifth and final usage of the altar, it explodes spectacularly into fragments.

GAMEPLAY: CONTACTING DEACON

This is the game's first real puzzle - one of those moments when the player is for the first time really asked to use their brain. (By 'SHADOW MAN' 1 standards this puzzle has been laid out on a plate.) Simply the player must go to the Wild at Heart and if they haven't already done so (it is unlikely that they won't have) locate the dilapidated copy of Nettie's File. Then, using Deacon's telephone number from the first (and only readable) page of the document dial it up on the Wild at Heart Telephone. A cut scene follows:

CUT SCENE: SHADOW MAN CONTACTS DEACON

WILD AT HEART INTERIOR - TELEPHONE

Shadow Man listens to the dial tone and the telephone rings three times before it is interrupted by an automated voice.

"Your call is being automatically redirected. Please hold the line."

A different dial tone is heard on the line as the call is redirected. After a few rings Deacon picks up the call.

"Hello, this is Thomas Deacon."

A brief conversation follows, in which Shadow Man explains that he's phoning on Nettie's behalf. He goes on to say that they've seen the one of the signs Deacon mentions in his note and that Nettie suspects that somehow a rival Bokor (Papa Morté) is meddling with powers unlike anything she's ever seen before.

Deacon is interested - he tells Shadow Man to go to the Cemitière Clermeil and make sure he isn't followed. Once there, Deacon tells him that he must "Take your place among the angels."

At that Deacon hangs up.

Shadow Man muses to himself about what Deacon said before hanging up the receiver.

Dedicated to those who helped make this possible

If Shadow Man returns to Nettie without speaking to Deacon:

BAYOU PARADIS- HOUNFORT CHURCH SECRET CAVERN

Nettie tells Shadow Man to do what Deacon says.

(This scene to be written so as to suit all circumstances of Shadow Man being unsure of what to do throughout the game…)

GAMEPLAY: JOURNEY TO THE CEMETERY

This requires Shadow Man to find his way to the Cemitière Clermeil, a location that he may have visited earlier in passing, but which will have appeared inconsequential before.

En route a 'random' encounter with a couple of Morté's thugs takes place in the streets leading up to the cemetery, set up so as to appear that the thugs are indeed following Shadow Man. (For extra subtlety the thugs could trigger behind him and follow Shadow Man attempting to go to selected out-of-sight AI nodes if they are out of a particular range {a variant on the Marco Cruz logic in 'SHADOW MAN'}. The thugs however will keep their distance and will not follow Mike into the cemetery, preferring to hide behind the nearest corner in wait for his return.)

The route into the cemetery's ground is not a completely straightforward one - requiring Shadow Man to Machete his way into its grounds - the main gate being padlocked from the inside. (Wrecking bar, or shoot it off from the inside later to gain permanent front-door access.) (The use of the Machete barrier simplifies the New Orleans street area, by further restricting Mike's options at the start of the game.)

LOCATION: CEMETIÈRE CLERMEIL

<ILLUSTRATION REQUIRED>

This is a 'typical' New Orleans cemetery full of tumbled down crypts and headstones. In the centre of it is an ornamental wall. Against the wall are three stone plinths, the outer two having statues of angels atop them. Opposite the angel statues is an ornate crypt, the entrance of which is below ground level and accessed by a steady slope. This, DEACON'S CRYPT is currently inaccessible on account of the large iron barred gate that blocks the entrance.

(Shadow Man Voodoo Trivia: 'Clermeil' is *'a Loa in the form of a white-man'*...hmmm...)

GAMEWORLD ITEM: CEMETERY GATE

This is very high and padlocked from the inside, requiring a Wrecking-Bar-context-sensitive-action or well-aimed bullet to unlock it permanently...

Very important, but easily overlooked - the gate must bear the name of the location: 'CEMITIÈRE CLERMEIL'.

GAMEWORLD ITEM: ANGEL STATUES

<ILLUSTRATION REQUIRED>

These are two stone statues of angels (the archangels Gabriel and Raphael, if you want to get picky) set on stone plinths, with a third plinth (for *Michael*, naturally) between them. The third plinth is identical, except that it is set a foot higher than its companions. When stood upon by Shadow Man his weight causes the third plinth to drop down by a foot and makes the gate blocking the entrance to Deacon's Crypt retract.

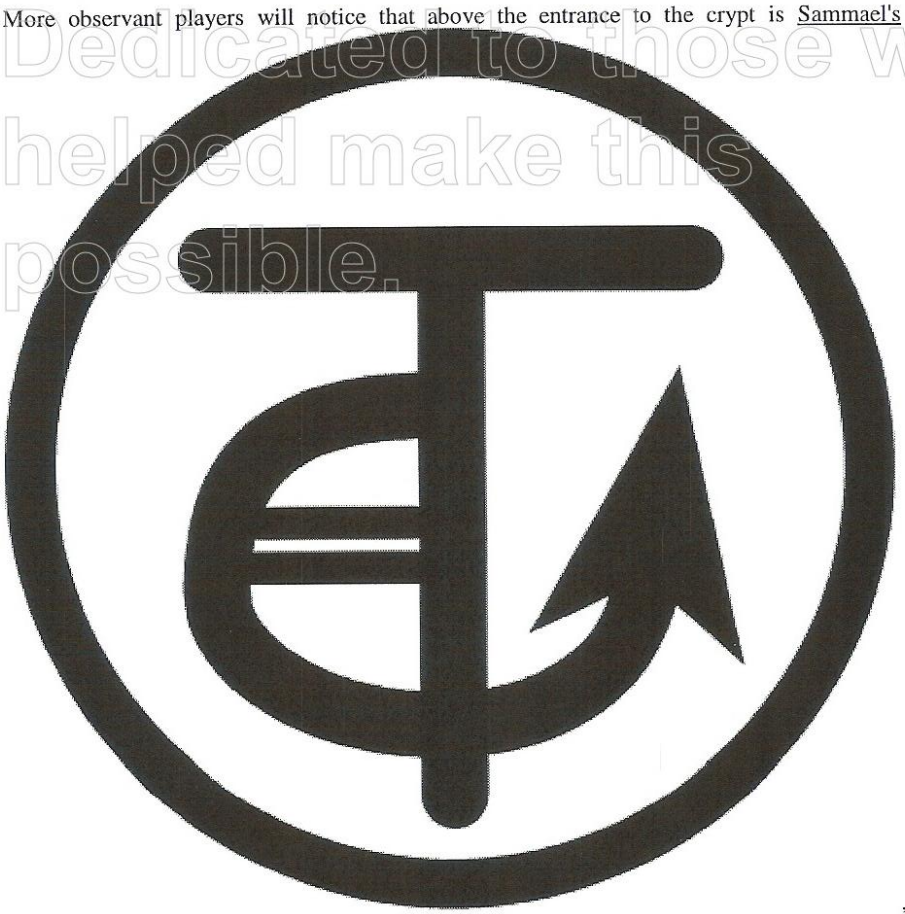
Note: this puzzle will not operate until after Shadow Man has spoken to Deacon on the telephone - the backstory logic being that Deacon has enabled this in anticipation of Shadow Man visit.

GAMEWORLD ITEM: DEACON'S CRYPT ENTRANCE

This is set underground, at the bottom of a slope (wheelchair-access required!). Initially blocked by an iron gate, which is retracted by standing on the empty plinth between the two angel statues.

More observant players will notice that above the entrance to the crypt is Sammael's sigil-symbol:

Dedicated to those who helped make this possible.



, one of the 'signs of evil' that appear in Deacon's Message.

Dedicated to those who helped make this

GAMEPLAY: A PLACE AMONG THE ANGELS

Once inside the Cemetery Shadow Man muses to himself about what Deacon said about 'Taking a place among the angels' (context sensitive speech, which eventually repeats if Shadow Man is still wandering around the cemetery five minutes later, still not having sussed the puzzle).

What Deacon is doing is testing Shadow Man (and the player). What Shadow Man must do is stand on the central stone plinth between the statues of the archangels, which will drop under his weight and cause the gate to Deacon's Crypt to retract. This symbolic moment could be nicely played up in an event-driven camera cutaway (not a full cut-scene) with Shadow Man reoriented to stand perfectly between the statutes as the plinth retracts.

It may also be wise to drop in a line of context speech a brief quip from Shadow Man which makes the player who may have not sussed the puzzle but blindly jumped onto the plinth anyway realise what they've actually done.

LOCATION: DEACON'S CRYPT

The descent into this location is a descent into Deacon's mind. Packed with religious artefacts, paintings, triptychs, all manner of paraphernalia accumulated by Deacon over the years and scoured religiously ('scuse the pun) for clues to the whereabouts of his enemies. Comprising a series of connected chambers all routes lead to the final chamber and Deacon himself.

Dedicated to those who helped make this possible

TEDDY BEAR MEMORY: DEACON'S CRYPT

When Shadow Man steps into the main body of the Deacon's Crypt for the first time a fourth Teddy Bear Memory is added to the Teddy Bear Screen:

- "Cemitière Clermeil: Deacon's Crypt".

CUT SCENE: SHADOW MAN MEETS DEACON

DEACON'S CRYPT INTERIOR

This is a highly charged scene in which Shadow Man finally meets the mysterious Thomas Deacon and, at gun point (Deacon keeps his 0.9-GPMG levelled throughout at Shadow Man's head) explains to him of what has happened to Jaunty. How one of Deacon's 'signs of evil' is on Jaunty's brow and that Nettie suspects that Morté, a rival bokor has been dabbling with powers the likes of which she has never before seen.

Deacon looks Shadow Man square in the eye and explains that now "the Star Wormwood is ascendant" Morté is showing his true face.

"What do you mean?"

"Mark on your friend is one of the Seven Signs of Evil that herald the Armageddon, one of the secret marks of the Seven Grigori-Sephiroth."

"*Grigori*?"

"Watchers. Fallen angels. Call 'em what you like. Most people call 'em Demons."

"What, the fire, brimstone, whole 666-horns-and-a-forked-tail deal?"

"More like rip-your-goddamned-legs-off-and-leave-you-in-a-wheelchair deal, son. I've spent the last ten years dragging my ass around in this thing because of what one of 'em did to me. They're real. Oh yeah. And from what you're saying Morté's one of 'em."

"So there's a demon. Here, out here in Louisiana, masquerading as some bokor?"

"Hey, you've told me about its power. Can you think of a better place to hide for a few centuries while you wait for the End of the goddamned World?

They've been keeping their heads down, watching. Waiting. Waiting for the Star. Waiting for *that* sign. Waiting for the day that they can release their leader Asmodeus from the Pit. We're talking the whole Book o' Revelation, Chapter and Verse, with the Grigori at the head of the charge.

Course, the Star's here now and Morté's getting impatient, getting a little careless. Flexing his muscles at Agnetta and your friend. Having himself a little fun before the main event."

"That's a lot to assume. I know Nettie trusts you, but…"

"But what? You need proof? Okay, I'll give you proof. Ever heard of a Sigil?"

"No."

"Here…"

Shadow Man takes the hand-sized triangle of ornate red and gold metal. And recoils back in terror as a white light erupts from the Sigil and he is assailed with a barrage of apocalyptic visions. (Like a *proper* version of the Luke/Teddy vision in 'SHADOW MAN'.)

"Wooooohhhh…"

Deacon takes back the Sigil and conceals it beneath his desk. (Note: the first Sigil to go in the Inventory is not this one - it is the one that Shadow Man finds in Morté's lair…)

"Thousands o' years ago, thirteen Sigils were given to each of the Grigori-Sephiroth by their leader Asmodeus. If Morté is Grigori he'll have 'em too. You want proof - find a way into his lair and bring one of 'em back."

"Damn. I'm not going to get in there armed with these pieces of shit. "

"Look, my name ain't Smith and Wesson son, but you can take these if they're any use."

Deacon slides a case of THROWING KNIVES across the desk to Shadow Man.

"Just don't try 'em against Morté. Nothing you can do, *Shadow Man*…not even bullets will stop a Grigori. There are ways, but I ain't sending you in there with anything that'll give me away if you screw up… son."

"Okay, I'll do what you say. Just don't call me son."

"Just get the proof you need and when you're satisfied, come back to me. Preferably with your legs still attached. ….son."

Dedicated to those who helped make this possible.

If Shadow Man returns to Deacon without a Sigil:

DEACON'S CRYPT INTERIOR

Deacon reiterates the fact that Shadow Man must go into Morté's lair and bring back a Sigil to prove that Morté is Grigori.

If Shadow Man goes to see Nettie after speaking to Deacon:

BAYOU PARADIS- HOUNFORT CHURCH SECRET CAVERN

Nettie tells Shadow Man to do what Deacon says.

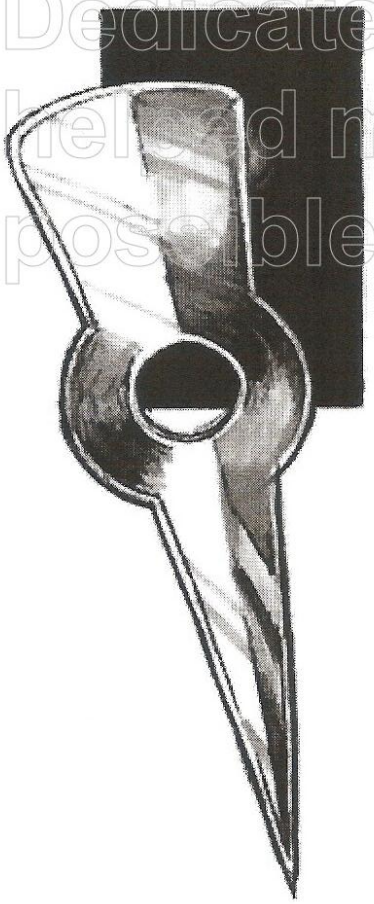
(This scene to be written so as to suit all circumstances of Shadow Man being unsure of what to do throughout the game…it may be possible to re-use the generic scene from earlier…)

INVENTORY ITEM: THROWING KNIVES

Location: Deacon's Crypt - on desk, inaccessible until end of first cut-scene meeting with Deacon

<ILLUSTRATIONS REQUIRED - SHADOW FORM, EXAMPLE SHADOW POWERED ATTACK>

Dedicated to those who helped make this possible.



These are simple flat metal blades that can be thrown silently at enemies, their speed, damage and accuracy determined by how long the fire button is held down while the intended target is acquired.

(The intention being that Mike/Shadow Man must creep up on enemies, lock on and 'power-up' their throw - the longer the 'power-up' before release, the faster the knife is thrown ~ how much more damage it delivers. 'Power-up' on a throw cannot begin unless a target is acquired, and if the target is lost during power-up the power-up phase is aborted. Pressing fire without a target throws the knife with a nominal velocity.*)

Limited in number there are only 10 in the entire game - all given to Mike/Shadow Man by Deacon at the end of their first meeting. Like the arrows in Turok, these stay where they fall and may be recovered by walking over to them and collecting them.

To save being unnecessarily harsh on the player, should the player be 'stupid' enough to throw the knives into a location that's inaccessible (or out of the world geometry), the knives will be relocated for recollection at their origin point in Deacon's Crypt. The conditions for this relocation being, if the knife's coordinate goes obviously out of world geometry, or if the knife has lain uncollected in a location remote from Mike/Shadow Man for a period of around 5 minutes (real time). (Relocation will also only occur if Mike/Shadow Man isn't in Deacon's Crypt, since we don't want magically reappearing knives…)

- Silent projectile weapon - requires powering-up on an acquired target to maximise damage
- Cannot smash anything other than Ceramic Pots

Real form (Mike)	Throwing knife
Shadow form (Shadow Man)	Flesh/bone shard trailing a Shadow-powered trail
	Finishing blow: Shadow-powered death that leaves behind a Life Force collectible - Throwing Knives cannot 'finish' Grigori.

Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots

Dedicated to those who helped make this possible.

Throwing Knives							✓

(*Designer's note: If this is all impractical, then just fire it like a regular bullet and forget the fancy controls…)

INVENTORY ITEM: SIGIL

Dedicated to those who helped make this possible

Location: Deacon shows one to Shadow Man in the first meeting cut-scene in Deacon's Crypt

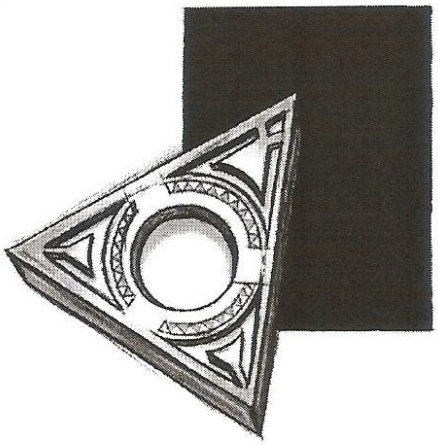
The first Sigil to go into the Inventory is the one found in Plantation #1

The second is in Plantation #2, in the possession of Morté

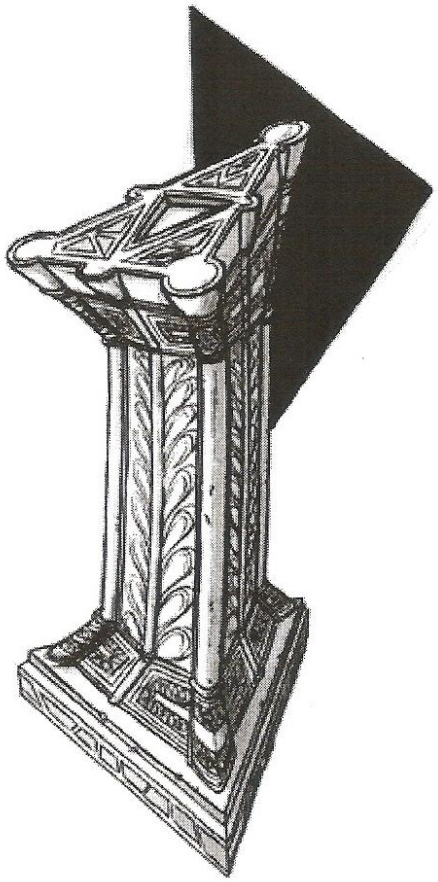
The third is the one first seen in Deacon's Lair, given in the cut-scene when Deacon gives Shadow Man the Codex.

The remaining 88 are scattered around the adventure, usually located floating above Sigil Altars.

<ILLUSTRATIONS REQUIRED - SIGIL AS PICKUP IN SITU ABOVE ALTAR>



Sigil



Sigil Altar

The Sigils are triangular pieces of red and gold metal - ancient objects of power; each engraved on their front face with arcane symbols (a 'sigil') representing the seven Demons of the Pit - the Grigori-Sephiroth. They are, fundamentally keys, keys entrusted to the Grigori that it are said will open the Seven Seals at the time of the Armageddon.

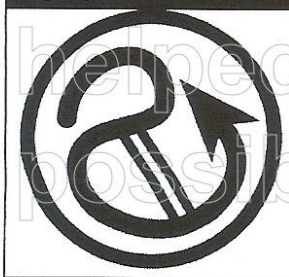
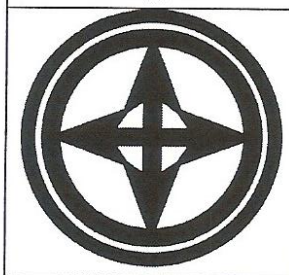
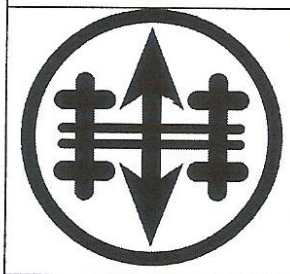
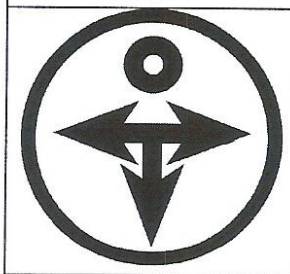
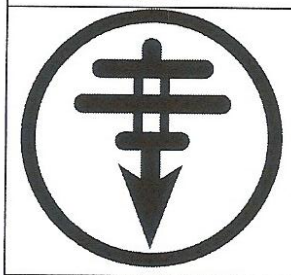
As such, they provide a game currency that the bad guys - the Grigori are in possession of, and which Mike/Shadow Man and Deacon need to recover, so that they themselves might open the Seals and destroy Asmodeus - the King of Demons.

At the start of the adventure Deacon has one of the Sigils, and so with the evidence that Shadow Man brings about Morté and the sigil-symbol found branded into Jaunty's forehead, Deacon charges Mike with the task of infiltrating Morté's lair and locating a Sigil. If Mike is successful and Morté indeed has a Sigil, it is the proof Mike needs that Morté is Grigori (and that Deacon is not just some raving lunatic).

There are a total of 91 - 7x13 Sigils in the adventure - each of these seven sets of 13 Sigils being marked with the sigil-symbol of the Grigori-Sephiroth (Demon General) that they are associated with (these are Deacon's 'seven signs of evil' from his note). That is to say, there are 13 Sigils in Morté's location (Louisiana) - marked with his sigil-symbol, 13 Sigils in Gehenna - marked with Asmodeus' sigil-symbol, and so on… (Which makes figuring out which levels have Sigils in them much easier - since the seven Sigil totals, displayed on the Inventory Screen relate to the seven levels that they're in.)

Dedicated to those who helped make this possible.

The seven sigil-symbols and the Grigori/locations that they are associated with are:

Sigil-symbol	Grigori-Sephiroth	Location
	MORTETH (Papa Morté)	Louisiana
	ASMODEUS	Gehenna
	BABAYAGOTH (Baba Yaga)	Tarkovskaya: Russia
	FARDUROTH (Far Durocha)	Moytura Island, County Clare: Ireland
	OGOFARAEL (Ogou Feray)	Isle of the Dead: Deadside
	SAMMAEL (the deceased Grigori killed by Deacon's partner Gabe ten years previous)	Herne House: UK

Dedicated to those who helped make this possible.

	DJINN	Fortress of Alymot: Iraq

The Sigils are objects of power, but useless in the grand scheme without the Book of the Seven Seals - the Codex, which the player in the Introductory has seen Deacon jealously guarding and which will figure in the adventure once Mike and Deacon have proven Morté's true identity.

Dedicated to those who helped make this possible

GAME EVENT: DAY/NIGHT CHANGE: 4DR

(END FIRST MEETING WITH DEACON AND CHANGE TO DAYTIME/RAIN AS MIKE)

As Shadow Man leaves his first meeting with Deacon the sun comes up and it begins to rain. The heavens open and draw the distance cueing in, giving the entire of Louisiana a different, murkier aspect. Around the level the water levels flood, which opens up the area beyond the Mapou Tree and allows Mike access to the first area of the Plantation (Plantation #1).

LOCATION: LAKE TERRENOIR

<ILLUSTRATION REQUIRED>

This location exists just beyond the Mapou Tree - a large lake that can only be accessed via a pull up (this to stop Mike wandering off into it when they are carrying Jaunty on their shoulders). There are two exits from it:

The first leading to Plantation #1, requiring a high tide to get to (this is why it rains during Mike's first mission into the Plantation).

The second leading to Plantation #2 being first blocked by a Wooden Barricade (needing the Fire Ax - inside Plantation #1) with a long swim section (Shadow Man only) after it. (All of which means that Plantation #1 is accessible first with Mike, then Plantation #2 becomes accessible when the player comes back with the Fire Ax as Shadow Man later.)

TEDDY BEAR MEMORY: LAKE TERRENOIR

When Mike views Lake Terrenoir for the first time a fourth Teddy Bear Memory is added to the Teddy Bear Screen:

"Louisiana: Lake Terrenoir".

This acts as a death-restart point during the Plantation missions, as well as providing a good shortcut from Deacon's Crypt when Mike is asked to return to the Plantation in future.

LOCATION: PLANTATION #1

<ILLUSTRATION REQUIRED>

The Plantation is Morté's headquarters out in the swamps, this first area being accessible from Lake Terrenoir at high tide (when it's raining). Originally a group of slave-era plantation buildings, the Plantation has been built up into the well-guarded headquarters of a criminal organisation and death cult, so its shades of Miami Vice meets Metal Gear Solid as Mike sneaks stealthily into the Plantation.

GAMEPLAY: MISSION INTO PLANTATION #1 PART 1

This entire section is a very tense stealth mission seeing Mike heading into the Plantation #1 area in search of one of the Sigils that Deacon has shown him. As the rain pours down in buckets, Mike has to sneak into Morté's lair, past armed thugs using his wits, a Wrecking Bar, Machete and the Throwing Knives.

The entrance into this first area of the Plantation is blocked by a HEAVY METAL CRATE that Mike with his immense physical strength is capable of pushing aside (the less physical Shadow Man cannot move such objects).

Beyond that Mike will locate a FIRE AX - an object that doubles as both a close-quarters weapon and a method of smashing through WOODEN BARRICADES and opening WOODEN CRATES. After collecting the Fire Ax a Wooden Barricade is a second barrier that Mike must break through as he gets closer into the Plantation's heart: the Dark Sepulchre.

GAMEWORLD ITEM: HEAVY METAL CRATE

<ILLUSTRATION REQUIRED>

These are 2.56m x 2.56m x 2.56m crates made of metal that cannot be destroyed by any of the weapons in the game. In accordance with the requirement to differentiate between the highly physical Mike and the spiritual/undead Shadow Man, it is only *Mike* that can push these crates around. (Shadow Man will attempt to push the blocks, but he does not possess the massive physical strength that Mike does to move them.)

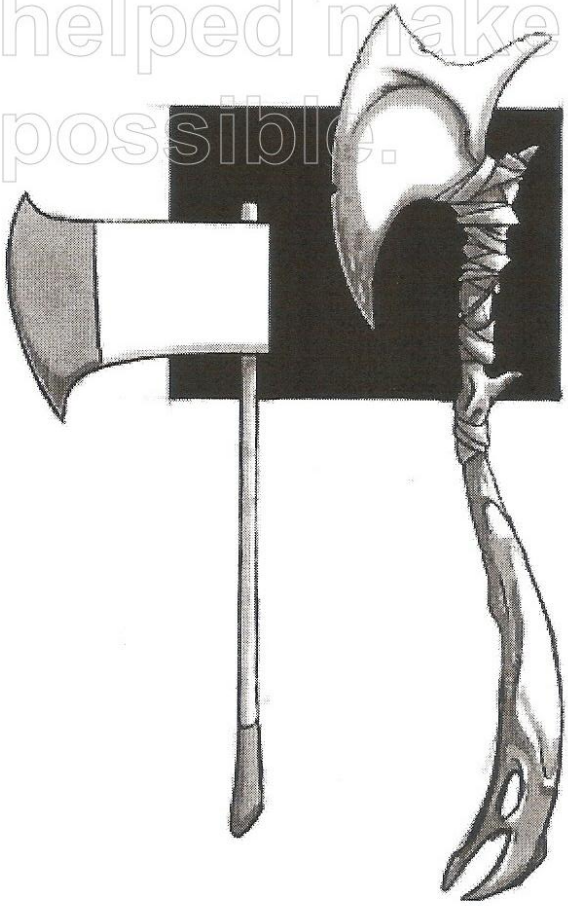
This is performed by a context-sensitive push that moves the object a full 2.56m in the direction it was pushed. (Like the 'Push-Blocks' in the original 'SHADOW MAN', the map will be designed so that blocks can only be pushed from one direction and then, only once. Since there's no point in doing anything more complicated…)

INVENTORY ITEM: FIRE AX

Location: Louisiana 7:Plantation #1

<ILLUSTRATIONS REQUIRED - EXAMPLE SHADOW POWERED ATTACK>

Dedicated to those who helped make this possible.



This is a serious looking piece of hardware - a heavy weight, single-headed fire ax - the kind of item that takes doors out in burning buildings.

It can be used hand-to-hand, inflicting heavy damage, although it isn't as fast to wield as the Wrecking Bar or Machete. Its primary purpose in the game is to restrict Mike/Shadow Man's route through the Louisiana level by enabling the ability to smash through Wooden Barricades and Crates at a critical point in the adventure.

- Slow, but highly damaging hand-to-hand weapon
- First item accessible capable of smashing through Wooden Barricades and Crates

Real form (Mike)	Long-handled, single-headed heavy-weight fire ax
Shadow form (Shadow Man)	Spinal column with shoulder-blade-like serrated bone-blade trailing a Shadow-powered swipe
	Finishing blow: Shadow-powered overhead strike that leaves behind a Life Force collectible - Fire Ax cannot 'finish' Grigori.

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Fire Ax	✓			✓		✓	✓

GAMEWORLD ITEM: WOODEN BARRICADES

<ILLUSTRATION REQUIRED>

These are like the wooden slats found in the original 'SHADOW MAN', planks of wood some 2.56m wide that are nailed across entrances to prevent access. Hand-to-hand attacks, the Wrecking Bar, Machete and Throwing Knives are useless against them, it is only the Fire Ax and subsequent weapons that can smash through them.

GAMEWORLD ITEM: WOODEN CRATES

<ILLUSTRATION REQUIRED>

These are 1.28m x 1.28m x 1.28m crates made of wood that can be smashed apart. All weapons with the exception of hand-to-hand attacks, the Wrecking Bar, Machete and Throwing Knives can smash these apart. On breaking they release collectibles according to the following logic:

<TO BE DETAILED- WOODEN CRATE COLLECTIBLE RELEASE LOGIC>

LOCATION: PLANTATION #1: DARK SEPULCHRE

<ILLUSTRATION REQUIRED>

This is accessed from Plantation #1's above ground area by smashing through a Wooden Barricade with the Fire Ax. The Dark Sepulchre is a giant medieval-styled tomb that is Morté's demonic lair - a huge subterranean temple of many chambers, its style completely at odds with the Plantation above.

The Dark Sepulchre itself, like the Plantation is split into two areas: this first area, beneath Plantation #1, a 'simple', 'spooky' route to a chamber containing a Sigil, the second area, more elaborate beneath Plantation #2 - the heart of Morté's lair, centred around the RECREANT VAULT.

GAMEPLAY: MISSION INTO PLANTATION #1 PART 2

In contrast to the 'stealth' play of the earlier part of the mission into Plantation #1, when Mike descends into the first area of the Dark Sepulchre beneath Plantation #1 it becomes pure horror. A tense, almost 'Resident Evil-esque' descent through the chambers of the bizarre Dark Sepulchre - a glimpse of the outer regions of Hell.

In the early part of this area Mike will collect a red-coloured VOODOO OFFERING - a collectible that will become useful later in the acquisition of VOODOO WEAPONS.

At a certain point in the level Mike becomes aware that *something* is stalking him. A series of set-piece cutaways and triggers builds the tension, which culminates in a scare-the-living-crap-out-of-you confrontation with an ABOMINATION just as Mike is in sight of the Sigil he seeks. Armed with only minimal weaponry Mike's fight against the creature is far from easy, defeating it allows him to reach the Sigil.

The key to this section is atmosphere, tension and real horror. This is the player's first confrontation with a monster and the confirmation for Mike/Shadow Man that Deacon is correct in his assumptions about Morté and the nefarious goings-on in the Plantation.

Having collected the Sigil, Mike must return to Deacon, but having collected the Voodoo Offering also, it is wise that he stop by to see Nettie en route and explore the Secret Cavern beneath the Hounfort Church.

CHARACTER: ABOMINATIONS

<ILLUSTRATION REQUIRED>

Boschian monstrosities - malformed monstrous creatures from the Pit, kept by the Grigori as guards and running riot in Gehenna. The stuff of nightmare, and specially designed to be as highly playable as possible.

<TO BE DETAILED>

GAMEPLAY: EXPLORING THE SECRET CAVERN #2

The Secret Cavern beneath the Hounfort Church can be explored in its entirety immediately after the cut-scene in which Nettie finds Deacon's Message on Jaunty. However, it is not until Mike/Shadow Man possesses at least two Voodoo Offering collectibles that the secrets of the Cavern itself can be unlocked. With one blue Voodoo Offering being immediately accessible in the Cavern and a red Voodoo Offering made accessible within Plantation #1's Dark Sepulchre, it is only after the first mission into the Plantation that the Cavern becomes truly useful.

Note: a further Blue Voodoo Offering is also available by using the Fire Ax in the vicinity of the Mapou Tree, making three Voodoo Offerings - one Red, two Blue accessible at this point.

CUT SCENE: VOODOO OFFERING EXPLANATION

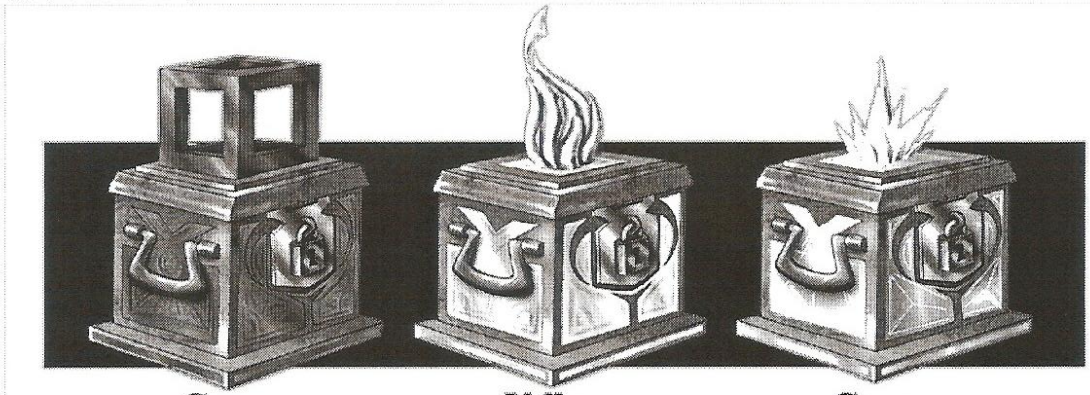
This mini cut scene is triggered the moment that Mike/Shadow Man collects the Blue Voodoo Offering in the Secret Cavern below the Hounfort Church (this therefore may be triggered at any point in the game after the Secret Cavern becomes accessible). It is simply included to explain to the player what the Voodoo Offerings and the Secret Cavern's altars are for.

HOUNFORT CHURCH SECRET CAVERN INTERIOR

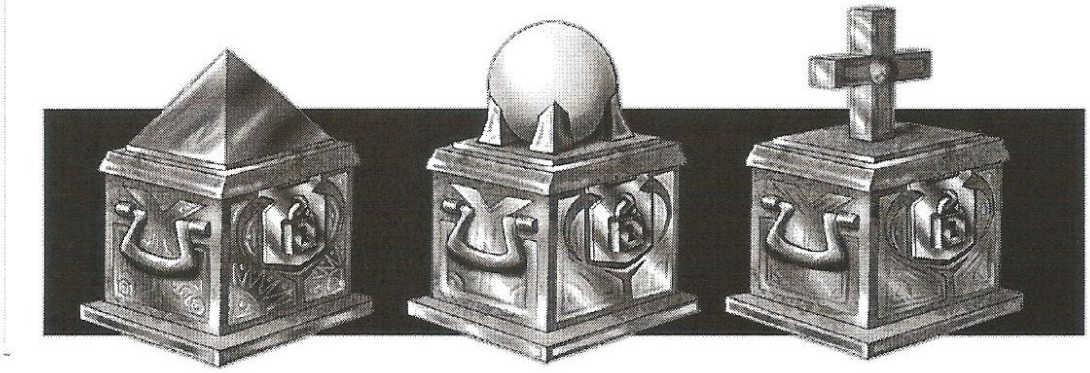
At the instant that Mike/Shadow Man collects the Blue Voodoo Offering in the Hounfort Church's Secret Cavern, the camera cuts away to Nettie.

Nettie explains that Shadow Man would do well to obtain such items and when night falls (i.e. when he is Shadow Man) offer them to the Loa on the altars in this chamber, that they might bestow upon him various spells and hexes that may help him on his quest.

INVENTORY ITEM: VOODOO OFFERINGS



Green Yellow Cyan



Purple Red Blue

Dedicated to those who helped make this possible.

There are twenty-four Voodoo Offering collectibles in total within the adventure, split into six types as defined by their colour (Blue, Red, Green, Yellow, Cyan or Purple), sharing a similar design but further defined by a signature shape. They are found in various locations throughout the adventure and when collected by Mike/Shadow Man may be brought back to the Secret Cavern beneath the Hounfort Church and offered up to a variety of altars in exchange for Voodoo Weapons, Spells or Hexes.

The twenty-four total offerings, their shapes, colours and what they may be exchanged for break down accordingly:

Offerings/Colour	Shape	Exchanged for
4 x Blue Offerings 4 x Red Offerings 4 x Green Offerings	Cross Circle Square	Exchangeable for Voodoo Weapons (Faux, Incinérer, Fouet, Ricochet, Exploser and Collé)
2 x Yellow Offerings	Fire	Exchangeable for Voodoo Spell: L'Inférno only
2 x Cyan Offerings	Spark	Exchangeable for Voodoo Spell: L'Orage only
8 x Purple Offerings	Triangle	Exchangeable for Voodoo Hexes (Peste, Guerre, Famine, Mort)

The Offerings are monitored on the Inventory Screen with representations of the six different coloured offerings alongside the totals for each.

To exchange the Offerings for a particular Voodoo Weapon, Spell or Hex, Shadow Man must go up to one of the twelve altars found within the Weapon, Spell or Hex Chambers within the Hounfort Church's Secret Cavern and 'USE' the altar. If Shadow Man is in the possession of the right combination of Offerings as displayed on that particular altar then he will receive the Weapon, Spell or Hex represented by that altar.

The Offerings themselves are located within the game according to a discrete sequence which allows a careful staging of Voodoo Weapons, Hexes and Spells throughout the adventure, but which also maximises player choice as well as forcing them to make certain tactical decisions. The key to this being that the player may often obtain a number of different Offerings and may as it were, 'cash them in'. However, always hanging over their heads will be the possibility if that they maybe hung onto them a little longer and obtained more Offerings, that the number of options open to them would be even greater.

LOCATION: SECRET CAVERN - WEAPON CHAMBER

<ILLUSTRATION REQUIRED>

This is one of the four areas of the Secret Cavern that exists beneath the Hounfort Church, containing six voodoo altars from which, during the course of the game Shadow Man may obtain a variety of VOODOO WEAPONS in exchange for VOODOO OFFERINGS that are found throughout the adventure.

GAMEWORLD ITEM: VOODOO WEAPON ALTARS

<ILLUSTRATIONS REQUIRED>

There are six Voodoo Item Altars - one for each of the six Voodoo Weapons that may be acquired by Shadow Man throughout the game. They comprise a symbolic 'vévé flag' upon which is a representation of the weapon the altar relates to and representations of the combinations of VOODOO OFFERINGS that are required to receive that weapon. In front of the flag is an altar step with two colour-coded indentations on it that correspond to the combination of voodoo offerings required for the weapon as shown on the flag. An array of candles on top of the altar step burns, illuminating the flag and the surrounding altar.

The six Voodoo Item Altars are:

Name	Weapon Item Description	Offerings	
Faux	Crescent bone blade	Blue	Blue
Incinérer	Coiled Snake	Blue	Red
Fouet	Thigh bone voodoo lash	Red	Red
Ricochet	<ricochet shot>	Red	Green
Exploser	<shockwave>	Blue	Green
Collé	<limpet bombs>	Green	Green

Dedicated to those who helped make this possible.

To receive a Voodoo Weapon, Shadow Man (not Mike) must stand on the altar step with the correct combination of Voodoo Offerings in his Inventory and USE the altar. Should he have the correct combination of offerings for the altar, then the Generic Voodoo Acquisition Cut-scene is triggered for that item. The candles flare up and ignite the flag, Shadow Man receives the relevant item and the vévé flag at the back of the altar is scorched away, the candles extinguish and the offerings used are firmly and permanently locked in place on the altar. In some cases beyond the scorched vévé flag a passageway is revealed with Cadeaux at the far end that provides a training route in the use of the particular Voodoo Weapon.

However, if Shadow Man dies not have the correct combination of offerings when he steps up to an altar, then the USE action performed on it will fail.

LOCATION: SECRET CAVERN - HEX CHAMBER

<ILLUSTRATION REQUIRED>

The Hex Chamber contains four altars similar to those found in the Weapon Chamber, these four altars being the altars from which Shadow Man may obtain the four Voodoo Hexes. The Hexes are special 'smart bomb' type weapons named Peste, Guerre, Famine and Mort (Pestilence, War, Famine and Death, to the rest of us!) the effects of which temporarily influence multiple enemies within an area. The look of the Hex Chamber reflects a voodoo take on the Four Horsemen of the Apocalypse, hinting at the effects of the Hexes themselves.

GAMEWORLD ITEM: VOODOO HEX ALTARS

<ILLUSTRATIONS REQUIRED>

There are four Voodoo Hex Altars - one for each of the four Voodoo Hexes (spells that affect opponents) that may be acquired by Shadow Man throughout the adventure. Like the Voodoo Weapon Altars, they comprise a symbolic vévé flag and an step altar upon which Voodoo Offerings are placed by Shadow Man. To differentiate them from the Weapon Altars, these have somewhat grander adornments, featuring horse-headed carvings at either side of them.

The four Hex Altars are:

Name	Hex Item Description	Offerings	
Peste	'Pestillence' - bandaged doll, surrounded by plague of flies	Purple	Purple
Guerre	'War' - bloodstained white cockerel	Purple	Purple
Famine	'Famine' - primitive figure made of sticks	Purple	Purple
Mort	'Death' - decorated skull	Purple	Purple

LOCATION: SECRET CAVERN - SPELL CHAMBER

<ILLUSTRATION REQUIRED>

This is the final and most significant of the three areas containing altars within the Secret Cavern. Containing only two, very grand altars based upon the elements of fire and water, this area is the location from which Shadow Man obtains L'Inférno and L'Orage. L'Inférno - the Voodoo Spell that allows him to 'teleport between flames' and L'Orage - the Voodoo Spell that allows him to make it rain in Liveside levels, hence raising water levels in those areas.

GAMEWORLD ITEM: VOODOO SPELL ALTARS

<ILLUSTRATION REQUIRED>

There are two Voodoo Spell Altars - for L'Inférno and L'Orage that are essential for the completion of the adventure. Like the Voodoo Weapon and Hex Altars, they comprise a symbolic vévé flag and an altar step upon which Shadow Man (not Mike) places Voodoo Offerings. Both altars share the common design of the Weapon and Hex altars in the previous areas, but are far, far grander, reflecting the significance of these two Spell Items.

Name	Spell Item Description	Offerings	
L'Inférno	'The Inferno' - gourd burning an eternal flame	Yellow	Yellow
L'Orage	'The Storm' - ceremonial dagger with a lightning bolt blade	Cyan	Cyan

Dedicated to those who helped make this possible.

CUT SCENE: GENERIC VOODOO ACQUISITION

HOUNFORT CHURCH SECRET CAVERN - VOODOO ITEM/HEX/SPELL ALTAR

This cutaway sequence should function for all voodoo weapons, hexes and spells.

Shadow Man stands on the altar step and places the relevant two Voodoo Offerings in place on the altar. After a momentary pause, the candles on the altar step erupt in a mass of flames and engulf the vévé flag.

Shadow Man reaches into the flames and draws out of them the item.

The flames burn out, leaving the candles extinguished, the flag scorched and Shadow Man bearing the item.

As Shadow Man examines the item, Nettie's voice over explains the name of the item and gives a clue as to what function it performs. (The items will be detailed in the manual anyway, they were in 'SHADOW MAN', despite our protests, so we can afford to be a little poetic in the way that Nettie speaks about these items.

Nettie Voice Overs:

FAUX	<TO BE DETAILED>
INCINÉRER	<TO BE DETAILED>
FOUET	<TO BE DETAILED>
RICOCHET	<TO BE DETAILED>
EXPLOSER	<TO BE DETAILED>
COLLÉ	<TO BE DETAILED>
PESTE	<TO BE DETAILED>
GUERRE	<TO BE DETAILED>
FAMINE	<TO BE DETAILED>
MORT	<TO BE DETAILED>
L'INFÉRNO	<TO BE DETAILED>
L'ORAGE	<TO BE DETAILED>

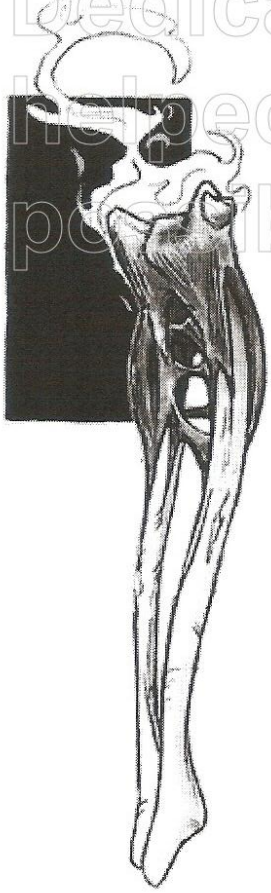
INVENTORY ITEM: FAUX

INVENTORY ITEM: INCINÉRER

Dedicated to those who helped make this possible

INVENTORY ITEM: FOUET

Dedicated to those who helped make this possible.

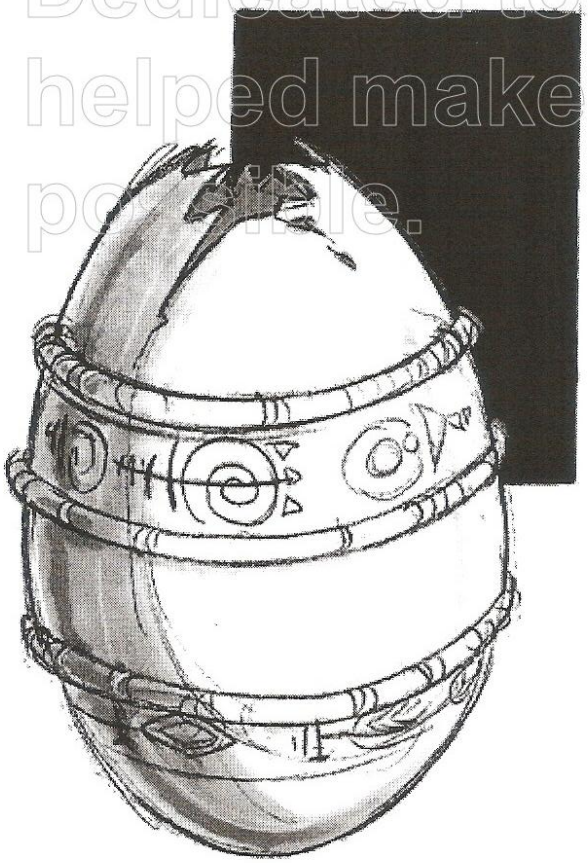


INVENTORY ITEM: RICOCHET

<ILLUSTRATION REQUIRED>

INVENTORY ITEM: EXPLOSER

Dedicated to those who helped make this possible.



INVENTORY ITEM: COLLE

Dedicated to those who helped make this possib

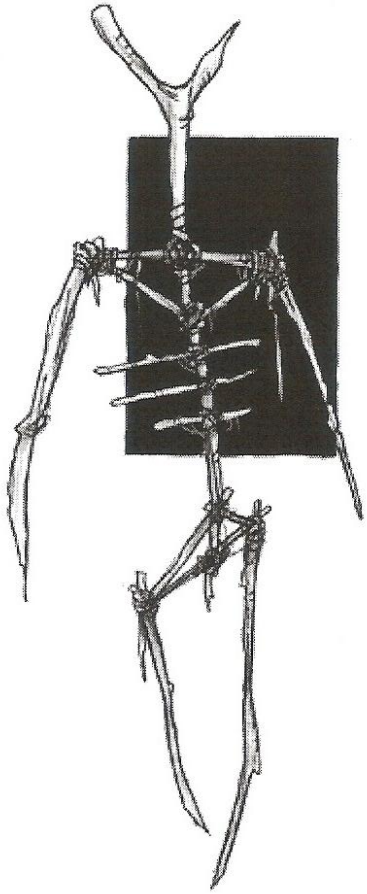
INVENTORY ITEM: PESTE

Dedicated to those who helped make this possible

INVENTORY ITEM: GUERRE

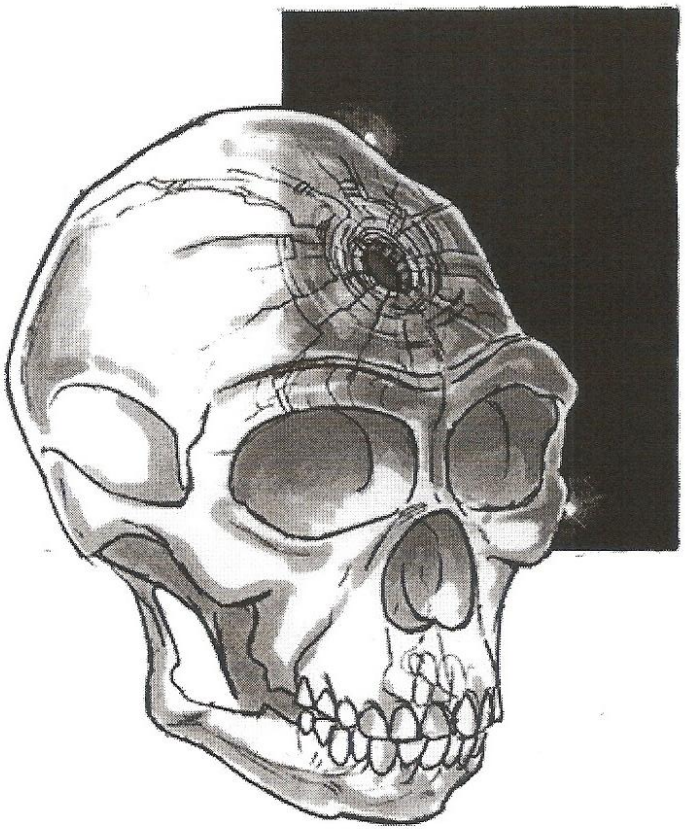
Dedicated to those who helped make this possible

INVENTORY ITEM: FAMINE



Dedicated to those who helped make this possible.

INVENTORY ITEM: MORT



Dedicated to those who helped make this possible

CUT SCENE: SECOND MEETING WITH DEACON

This scene is triggered when Mike finally returns to Deacon after having obtained the Sigil from Plantation #1.

DEACON'S CRYPT INTERIOR

Mike returns to Deacon with the Sigil and tells of the weirdness he witnessed beneath the Plantation. He is now convinced that Morté is Grigori.

Deacon tells him that the strange area he entered was one of the six Dark Sepulchres - ancient, mythical tombs that are said to contain doorways across the Interregnum to Gehenna and the Pit - the place where the Demon-lord Asmodeus has been kept prisoner for thousands of years. The creature he encountered was an Abomination - monsters that the Grigori brought with them when they fled Gehenna many thousands of years ago during the EXODUS.

Deacon tells Mike to return to the Plantation and search for the Recreant Vault at the heart of the Dark Sepulchre - the place where it is said that the doorway to Gehenna exists.

(Deacon points to an arcane illustration of a Recreant Vault on the back wall of the Crypt. The Vault is a huge chamber, the main feature of which is an altar dominated by a huge statue - a GRIGORIA - a statue of a Grigori-demon emblazoned with a sigil mark and bearing a strong red line from its lower jaw to its 'groin'.)

For Mike's protection, Deacon draws an ornate casket from beneath his desk. Within it a NEPHILIM SHARD - which Deacon describes to Mike as being 'Silver Bullets for the Grigori'.

(Note: it is important that Deacon does not touch the Shard and flinches when Mike wields it in front of him. "Woah. Go easy with that thing son, you could take someone's eye out with it...")

If Mike/Shadow Man returns to Deacon without visiting the Recreant Vault in Plantation #2:

DEACON'S CRYPT INTERIOR

Deacon reiterates the fact that he must re-enter the Plantation and find the Recreant Vault within the Dark Sepulchre.

(This scene to be written so as to suit all circumstances of Shadow Man being unsure of what to do throughout the Plantation #2 mission...)

If Shadow Man goes to see Nettie after speaking to Deacon for a second time:

BAYOU PARADIS- HOUNFORT CHURCH SECRET CAVERN

Nettie tells Shadow Man to do what Deacon says.

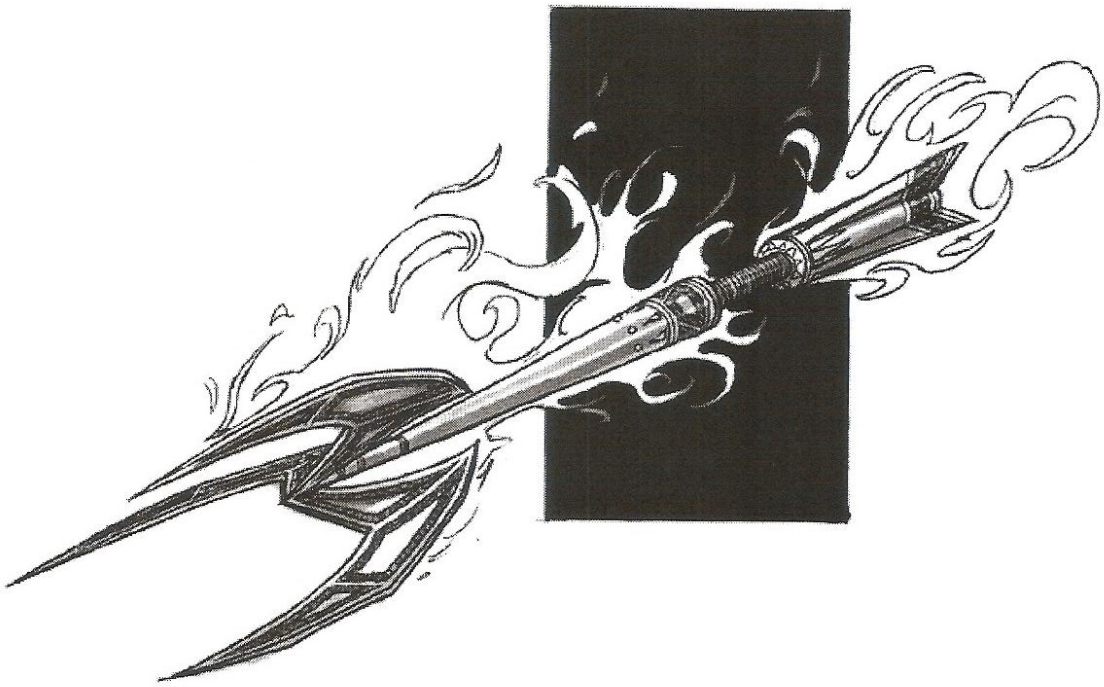
(This scene to be written so as to suit all circumstances of Shadow Man being unsure of what to do throughout the game...it may be possible to re-use the generic scene from earlier...)

Dedicated to those who helped make this possible

INVENTORY ITEM: NEPHILIM SHARD

Location: Deacon's Crypt - given by Deacon during second cut-scene meeting with him

<ILLUSTRATIONS REQUIRED - REAL FORM IN CASKET WHEN HANDED TO MIKE, EXAMPLE KNOCK-BACK ATTACK ON HUMAN AND FINISHING EFFECT>



This is the solitary Nephilim Shard given to Mike by Deacon, as protection against Morté, who Deacon knows is Grigori. (Note: Deacon hands the Shard to Mike in an ornately carved casket made of gold and red metal - Deacon does not touch the Shard itself for reasons that one day will become apparent…)

The Nephilim Shard is a 75cm long reflective red metal shard with a distinctive shape, glowing with a subtle white Nephilim Fire. It is actually a projectile for the Malignum (crossbow) found later in the adventure, but in the initial stages of the game it is used as a hand-to-hand stabbing weapon.

Even hand-to-hand it is devastating, but has a very, very short reach. Against normal human opponents it will inflict massive damage and throw them backwards several meters, exploding them on finishing. Against Grigori it inflicts serious hits and, with the Nephilim Blade is the only other weapon in the adventure that will finish Grigori. This particular Shard is the only way of defeating Morté, and (like the numerous Nephilim Shards found later in the game) it explodes when Shadow Man stabs Morté with it to finish him.

When Mike/Shadow Man obtains the Malignum (crossbow) or the second upgrade to the Nephilim Blade, Mike/Shadow Man will be able to collect Nephilim Shards located in other areas of the game - these then being fired as stealthy, ultra-damaging, Grigori-finishing projectile weapons.

- Short range, lethal hand-to-hand stabbing weapon
- Knocks human opponents back metres, exploding them when finishing them
- 'Silver bullets' against Grigori - the only weapon other than the Nephilim Blade capable of finishing them - this solitary Nephilim Shard explodes when Morté finished with it
- Eventually encounter multiple instances of these - ammo for the Malignum and upgraded Nephilim Blade

Real form (Mike)	75cm long reflective red metal shard glowing with white fire Finishing blow: Against non-Grigori - explodes them into frags, weapon stays intact. Against Grigori (Morté) - explodes Grigori into frags, destroys weapon, removing it from Inventory permanently.
Shadow form (Shadow Man)	No Shadow form - identical for both Mike and Shadow Man

Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots

Dedicated to those who helped make this possible

Nephilim Shard	✓	✓		✓	✓	✓	✓

GAME EVENT: DAY/NIGHT CHANGE 5N

(END SECOND MEETING WITH DEACON AND CHANGE TO NIGHTTIME/NO RAIN AS SHADOW MAN)

As Mike leaves this second meeting with Deacon, night falls and he becomes the Shadow Man. With the rain also having stopped he is denied access to the Plantation#1 area - via original route he used as Mike from Lake Terrenoir. However, a second route is available to him as the Shadow Man - this a long swim from Lake Terrenoir into the heart of the Plantation #2 area.

LOCATION: PLANTATION #2

<ILLUSTRATION REQUIRED>

This is accessible from Lake Terrenoir by Shadow Man carrying a Fire Ax - conditions set up in the preceding adventure that means that it is inaccessible until the first mission into the Plantation has been accomplished.

The above ground portion of the Plantation #2 location is a reprise of Plantation #1 - an extension of Morté's criminal headquarters disguised under the façade of the broken-down Plantation buildings. Leading from the Plantation is a route downwards into a second portion of the Dark Sepulchre. This area of the Dark Sepulchre is a hub containing five separate routes - four currently inaccessible, with the fifth being a direct route into the Recreant Vault that Shadow Man seeks.

GAMEPLAY: MISSION INTO PLANTATION #2

This second entrance into the Plantation involves Shadow Man, armed with a Nephilim Shard, Shadow-powered versions of his Liveside Weapons (Wrecking Bar, Machete, Fire Ax and Throwing Knives), and possibly one Voodoo Weapon (either the Faux - voodoo arc shot, or Incinérer - voodoo flame-thrower).

The stakes are still high however - Shadow Man is more suited to hand-to-hand and close-quarters attacks than Morté's thugs. That said, close-up Shadow Man has the awesome power of the Nephilim Shard to hand and if he manages to get inside the thugs' guard the effects are devastating.

The Plantation #2 area is accessed via a Wooden Barricade leading to a long swim-through section that only Shadow Man is capable of surviving. From thereon in, it is a section of above ground action as Shadow Man makes it into the Plantation headquarters, followed by a descent into the subterranean Dark Sepulchre. A mission in which Shadow Man comes face-to-face with more of Morté's thugs, the Abomination creatures he met earlier, and which culminates in a confrontation with Papa Morté in the Recreant Vault that Deacon has charged Shadow Man with finding.

LOCATION: PLANTATION #2: DARK SEPULCHRE

<ILLUSTRATION REQUIRED>

This area is mostly inaccessible to Shadow Man in his first mission into the Plantation #2 area. It is fundamentally a hub containing 6 exits:

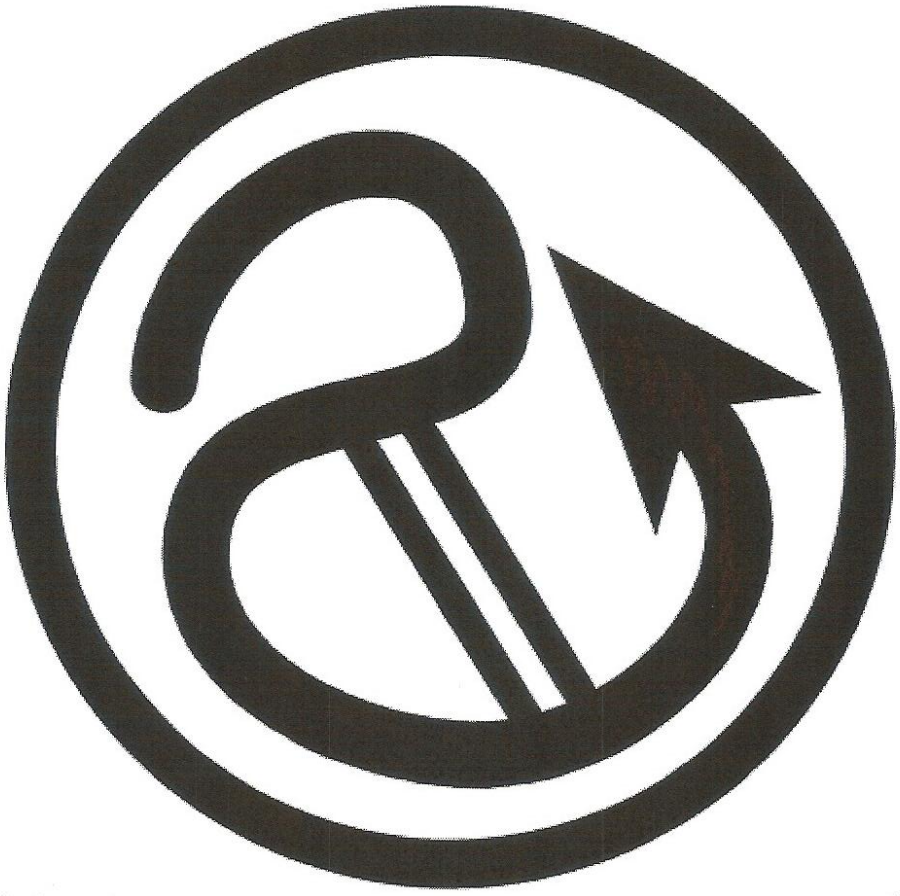
- The entrance from the above-ground headquarters area of Plantation#2
- The exit to the heart of Morté's lair - the Recreant Vault
- A Mike-only accessible route to 4 Sigils, blocked by a Heavy Crate
- A L'Inférno-only accessible route to 1 Sigil, accessed by stepping into a fire
- A L'Orage-only accessible route to 4 Sigils, accessed by a vent leading to the surface and a lake area that needs to be flooded to allow access into a later part of the Sepulchre
- An Armour-only accessible route - basically a doorway blocked with an Armour/SwordUp1 lock that accesses a niche containing a Sigil

The idea here is that Shadow Man on his first mission to Plantation #2 area has a direct route from the above-ground straight into the Recreant Vault, with the 4 other exits clearly marked for the player's return at later points in the game.

LOCATION: PLANTATION #2: RECREANT VAULT

<ILLUSTRATION REQUIRED>

This is a vast chamber within the Dark Sepulchre the key feature of which is a GRIGORIA STATUE built into the far wall - a giant statue of a Grigori-demon, emblazoned with Morté's sigil-symbol:



The fundamental structure of this chamber and its Dark Sepulchral architecture being duplicated in the corresponding Recreant Vault connected to this one in Gehenna. The whole interior of the room is decorated with Sigil symbols and Nephilim writings, carved into the floor is a (much neater) version of the symbol design from Deacon's Message. (This must look like the kind of place you'd expect to summon up demons and pass through a portal to Hell.)

Around the chamber are also Morté's trappings, the legacy of his voodoo persona - makeshift voodoo-style torches and altarpieces set into niches in the walls, the throne room of a demonic voodoo crime-lord.

In one wall a fire burns - this being a point from which Shadow Man may later use L'Inférno to access an adjacent area to retrieve Mike's Gun.

TEDDY BEAR MEMORY: PLANTATION #2

When Mike enters the Recreant Vault beneath Plantation #2 for the first time a fifth Teddy Bear Memory is added to the Teddy Bear Screen:

"The Plantation: Recreant Vault".

This acts as a death-restart point during the confrontation with Morté, as well as providing a good shortcut back to Plantation to allow exploration of the remaining routes from the hub in Plantation #2.

CUT SCENE: CONFRONTING MORTÉ

PLANTATION#2 RECREANT VAULT

Within the Recreant Vault, the Shadow Man is confronted by Papa Morté - a giant of a man, taller and bulkier than even Mike, bearing a blood red tattoo that stretches from his bottom lip, down his chest to his groin. Assuming that Nettie sent him, Morté taunts the Shadow Man about his power, and how, now that the Star Wormwood is in ascension all will soon fall beneath him. Morté tells Shadow Man that that also includes Nettie. He is asked to make a choice - join Morté, or die.

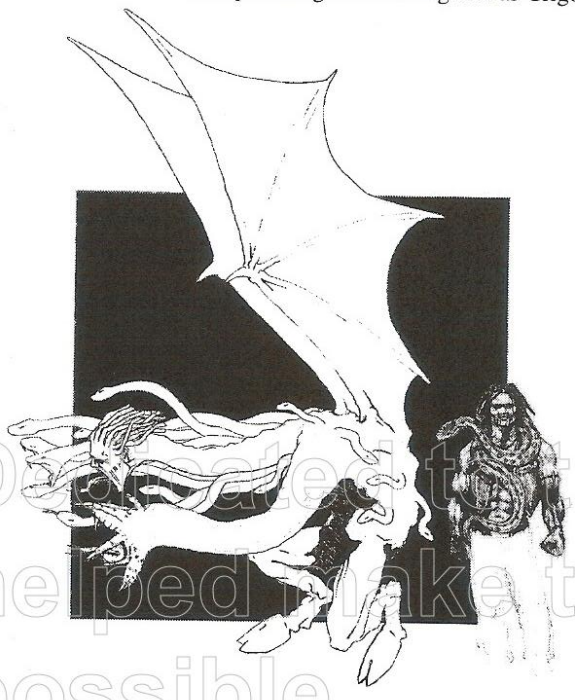
Shadow Man refuses and draws the Nephilim Shard. At that Morté recoils, realising that Deacon is involved. As Shadow Man advances, Morté tells him not to trust Deacon - he is the traitor that killed Brother Sammael.

Morté enraged fiercely leaps at Shadow Man.

Game on…

CHARACTER: PAPA MORTÉ

Standing at around eight feet tall, Papa Morté already appears like he could kick the living crap out of either Mike or Shadow Man. A giant of legend, bearing the distinctive crimson 'mouth of blood' tattoo that runs from his bottom lip to his groin marking him as Grigori.



Demon Form: Morteth

Human Form: Papa Morté

Dedicated to those who helped make this possible.

Dedicated to those who helped make this possible.

In his human form he appears somewhat flamboyant and over-confident. He is, after all an immortal that in any other circumstances neither Mike nor Shadow Man could take down. Fortunately our hero is armed with a Nephilim Shard - one of the legendary Grigori-killing weapons, and this knowledge steels Morté's resolve.

In his human form he attacks with the same type of 'ghost snakes' that spewed forth from Jaunty earlier, these being launched singly, homing and snaking their way towards Shadow Man until they hit landscape or fade out with extreme distance.

As with all Grigori, after they incur a certain amount of damage in combat they transform to reveal their true demonic form. In Morté's case, this the DEMON MORTETH that can only be finished with a killing blow from the Nephilim Shard. Morteth is a huge snake-demon (still bearing the red tattoo-markings) that has the ability to fly.

In demon form, Morteth attacks with multiple bursts of 'ghost snakes' while airborne, landing from time to time, leaving himself open to close quarters attack (while airborne, the only weapon that will touch him will be a carefully aimed Throwing Knife).

When killed with the Nephilim Shard, Morté/Morteth explodes, leaving behind a third Sigil that Shadow Man must collect before returning to speak to Deacon.

Dedicated to those who helped make this possible

GAMEPLAY: CONFRONTING MORTÉ

The ensuing fight ultimately sees Shadow Man defeating Morté and his demon-form Morteth by finishing him with the Nephilim Shard. Morteth's body explodes, leaving behind several bits and pieces, amongst which is a Sigil. Shadow Man returns to see Deacon.

Note: Should Shadow Man 'die' or 'Teddy Bear out' during his confrontation with Morté, Morté is 'reset', restoring him to maximum health in his human form.

CUT SCENE: THE SLAYING OF MORTETH

PLANTATION#2 RECREANT VAULT

Having plunged the Nephilim Shard into Morteth's (Morté's Demon-form) body, it spectacularly explodes. Shadow Man delivers a suitably dry quip and plucks a Sigil left behind by Morté from amongst the wreckage. He then comments to himself that now he has found the Recreant Vault he must return to Deacon to find out what next to do.

CUT SCENE: THIRD MEETING WITH DEACON

DEACON'S CRYPT INTERIOR

The Shadow Man enters Deacon's Crypt to find a mass of bodies lying around the entrance and leading all the way to Deacon, who he finds, sat with a loaded 0.9-GPMG levelled at the doorway.

Morté's thugs had found Deacon's hideout and attempted to take him down.

The Shadow Man confronts Deacon about the meeting with Morté and the death of Brother Sammael - what was Morté talking about?

Deacon relates briefly the story of how 10 years ago while working as a cop, he and his partner were following a series of bizarre killings. They tracked the killer down to an abandoned tenement building and confronted him. The killer was Grigori - the demon Sammael.

It killed his partner Gabe and maimed Deacon, leaving him wheelchair bound. Deacon escaped with an ancient book - the Codex, which he has, since discovered is an essential part of the Grigori plan to release Asmodeus from the Pit at the time when the Star Wormwood is ascendant. Since then, Deacon says, he has put all of his efforts into hunting down the Grigori and they him, since the Codex is the key to their plan.

Deacon pulls the Codex out from the seat under his chair ("they'd have to get through my ass first to get at this"). He explains that now they have 3 Sigils - the one from Morté, the one Mike found in the Dark Sepulchre, and the one he stole from Sammael all those years ago. He places the three in the First Seal of the Codex, for the first time in four thousand years it is opened.

As it opens a roll of thunder sounds. "Come and see." Utters Deacon as the book opens, Nephilim Fire burning around the edges of the Codex, light bursting from within it illuminating the faces of the two characters. (Underpinning Deacon's words are those of Asmodeus - an almost imperceptible whisper repeating the same phrase...)

It reveals a page of ancient text - a sacred passage known as 'the Litany' that Deacon explains must be read aloud within the Recreant Vault before the GRIGORIA STATUE to open up a passage to Gehenna. Gehenna - the place beyond worlds, wherein lies the entrance to the Pit itself.

Deacon explains that the Grigori plan is to use the Codex to release Asmodeus from his imprisonment within the Pit and to join forces to bring about the Armageddon as prophesied. To get to Asmodeus all Seven Seals on the Codex must be opened.

However, since the Codex is in the hands of Deacon and Shadow Man, it is possible to use it to defeat the Grigori, and to open the Pit and destroy Asmodeus forever.

Deacon knows that the Grigori and their followers are on his trail, and with his refuge in Louisiana having been discovered, he can no longer stay. He entrusts the Codex to the Shadow Man, to carry out the mission.

With regard to Jaunty - there is the Chalice - the Healing Cup, said to cure the Grigori curse. As to where it is, be it in Gehenna itself or in the hands of the Grigori, Deacon does not know...

The scene ends with Shadow Man and Deacon parting company, temporarily, but a promise that Deacon will be in touch before the end. For now he must go to ground.

If Mike/Shadow Man returns to Deacon without re-visiting the Recreant Vault in Plantation #2:

Dedicated to those who helped make this possible.

DEACON'S CRYPT INTERIOR

Deacon reiterates the fact that he must re-enter the Plantation, find the Recreant Vault within the Dark Sepulchre and use the Codex in front of the Grigoria Statue. He must then pass over to Gehenna.

(This scene to be written so as to suit all circumstances… Deacon is removed from the Crypt once Shadow Man has opened the portal to Gehenna within the Recreant Vault)

If Mike/Shadow Man attempts to contact Deacon on the telephone at the Wild at Heart

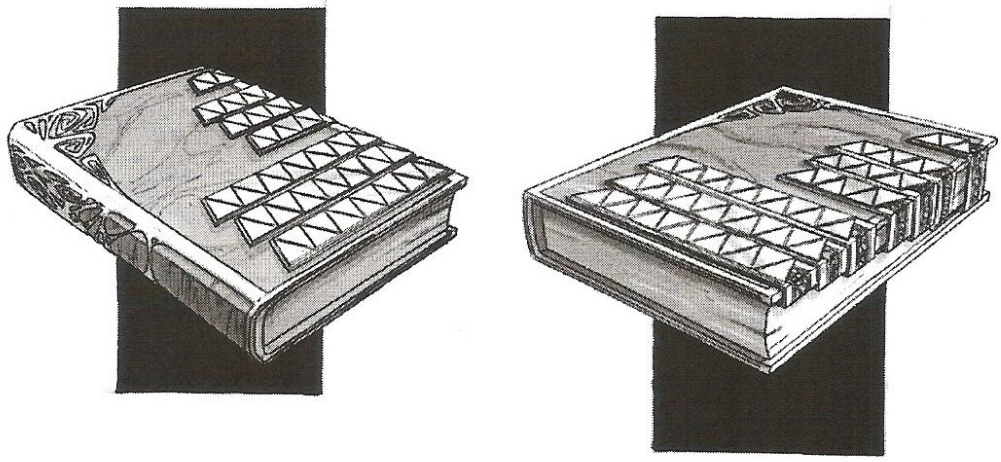
WILD AT HEART TELEPHONE

Series of tips from the relocated Deacon - active until Deacon is rescued by Mike/Shadow Man from Herne House.

<TO BE DETAILED>

INVENTORY ITEM: THE CODEX

Location: Deacon's Crypt - given by Deacon during the third cut-scene meeting with him



Dedicated to those who

This is the Book of the Seven Seals, an ancient artefact that Deacon has stolen from the Grigori, that legend tells contains 'the Litany': an incantation that will open the Pit and release Asmodeus - leader of the Grigori-Sephiroth, the King of Demons. This, it is said may only be performed when the Star Wormwood has arisen in the sky. It is therefore the Grigori's intention to reclaim the Codex that they may release their leader from his prison and bring about the events foretold in the Book of Revelation. Deacon has another plan - to use this against them - by getting Shadow Man to open the Pit first and with arcane weapons like the Nephilim Shard and the legendary Nephilim Blade, defeat Asmodeus forever.

have helped make this possible

The Codex is sealed with seven impenetrable metal straps of varying length into which fit the triangular Sigils. As Mike/Shadow Man recovers Sigils throughout the adventure, these are placed into the Seals. As each of the Seals is filled with Sigils it opens, revealing another verse of the Litany which ultimately will allow access to the Pit.

As Deacon explains - if someone were to find the Recreant Vaults within the Six Dark Sepulchres (one of which is in fact beneath Morté's Plantation) using the Litany they might pass across to Gehenna - the Gateway to the Pit itself. Mike/Shadow Man need only enter one of the Recreant Vaults or similar chambers within Gehenna and USE the Codex, which will recite the verses of the Litany accessible and allow passage across the Interregnum: the void between the worlds.

The Seven Seals in order, require them the following number of Sigils to open them:

Seal	Sigils	Allows accesses to:
First Seal	3	Gehenna (from Louisiana)
Second Seal	6	Recreant Vault - Tarkovskaya: Russia (from Gehenna)
Third Seal	6	Recreant Vault - Moytura Island: County Clare, Ireland (from Gehenna)
Fourth Seal	6	Recreant Vault - Isle of the Dead: Deadside (from Gehenna)
Fifth Seal	13	Recreant Vault - Herne House: UK (from Gehenna)
Sixth Seal	13	Recreant Vault - Fortress of Alymot: Iraq (from Gehenna)
Seventh Seal	13	The Pit (from Gehenna)

As can be seen the total number of Sigils required for opening the Pit is 60. There are 91 (7x13) Sigils in total, located throughout the adventure, giving a great deal of player choice and constrained non-linearity.

To illustrate the placing of the Sigils into the Codex to open the Seals and access verses of the Litany, before Deacon hands Shadow Man the Codex, he places the three Sigils that they have so far recovered into the spaces in the First Seal. Thereafter, as Mike/Shadow Man acquires Sigils they are automatically inserted into the spaces in the Seals, the player's progress through the adventure and the number of Sigils they require to access the next area being evident from the cover of the Codex.

By accessing the Codex from the Inventory Screen, the cover may be viewed, and like the other documents within the game, the verses of the Litany written on the pages of it that have been made accessible by the opening of the Seals may be read.

In the background of each of the passages is a representation of the sigil-symbol that relates to the level that the Seal's opening allows access to.

<TO BE DETAILED - THE TEXT OF THE PASSAGES FROM 'THE LITANY', WITH SYMBOLS>

CUT SCENE: NETTIE CONVERSATIONS

These cut-scenes to be triggered after Deacon's third conversation with Shadow Man in which he leaves Louisiana.

BAYOU PARADIS- HOUNFORT CHURCH SECRET CAVERN

Mike/Shadow Man explains that Deacon is leaving.

Nettie tells Shadow Man that she must carry out the task Deacon has entrusted to him and that she will be there for him should she need him.

(This to be said only once)

BAYOU PARADIS- HOUNFORT CHURCH SECRET CAVERN

Nettie is concerned about Jaunty his condition is worsening. Mike/Shadow Man explains that Deacon mentioned 'the Chalice' - a healing cup that could help - he will look for it. Nettie explains that he must, since Mike/Shadow Man needs Jaunty in Deadside.

(This to be said only once, and only if our hero does not have the Chalice)

BAYOU PARADIS- HOUNFORT CHURCH SECRET CAVERN

Nettie reiterates to Mike/Shadow Man that although he must fulfil the task set him by Deacon, he must also find the Chalice to heal Jaunty.

(This to be repeated until our hero gets the Chalice and brings it back to Nettie)

Dedicated to those who helped make this possible.

GAMEPLAY: OPENING THE WAY TO GEHENNA

Shadow Man, under Deacon's instruction returns to the Recreant Vault within the Plantation - the place where he met and destroyed Morté. In keeping with Deacon's instruction, Shadow Man must read from the Codex in front of the Grigoria Statue (USE the Codex while stood in front of the bigass statue of the demon!).

To prompt the player, who is pretty much set adrift once Deacon leaves context sensitive speech is used:

If Shadow Man is not inside the Recreant Vault after an amount of time after his conversation with Deacon:

> "I'm wasting my time here, I need to go to the Recreant Vault, and like Deacon said open the way to Gehenna."
>
> (This repeats if Shadow Man enters the Recreant Vault and then leaves again without using the Codex.)

If Shadow Man has entered the Recreant Vault if he has not used the Codex for an over-long time:

> "Deacon said I must read from the Codex in front of the Grigoria Statue…"
>
> (Again, this repeats after a period of time of being stood in the Recreant Vault without using the Codex.)

Once the player has eventually re-entered the Vault and indeed used the Codex while stood before the Grigoria Statue, the generic 'Opening the Grigoria Statue' sequence is triggered in that room.

Dedicated to those who helped make this possible

CUT-SCENE: OPENING THE GRIGORIA STATUE

<ILLUSTRATIONS REQUIRED>

This is a generic cut-scene/sequence triggered in every case of opening a Grigoria Statue (in Louisiana, and on the six that exist in the Grigorian Vault in Gehenna).

STOOD BEFORE A GRIGORIA STATUE

> Shadow Man (not Mike - he can never be Mike in Gehenna, and the first opening takes place at night in Louisiana) stands before the Grigoria Statue and opens the Codex. He recites a passage from the Litany (see the Codex for description of these passages - there are 7 of them and they are different).
>
> In keeping with the hellfire/descent into the inferno theme, Nephilim Fires (white with a red edge) erupt from carvings around the Grigoria, burning around the outline of doorways that have been closed for thousands of years. The ground shakes and the Grigoria creaks apart, its sophisticated interlocking geometry blossoming like some giant and terrible flower (okay, a giant demonic flower made of 300 tons of stone, but, hey, I'm running out of metaphors!).
>
> A rush of Nephilim Fire issues from the opened Grigoria to reveal a doorway around which burns the white-red flames and which leads to a passageway that (via the magic of 3D engine portals!) impossibly extends beyond the bounds of the surrounding area.

If Shadow Man has not enough Sigils to reveal the page of the Codex that opens the particular Statue he is stood in front of:

STOOD BEFORE A GRIGORIA STATUE

> Shadow Man states that he doesn't have enough Sigils to reveal the passage of the Litany that will open up gateway. (In not so many words, or at least different ones than I've put!)

GAMEWORLD ITEM: GRIGORIA STATUE

<ILLUSTRATION REQUIRED>

These are huge stone statues of the various Grigori in their demonic forms, although each has fundamentally the same mechanism/construction. They appear as simply giant statues, marked with the sigil-symbol of the Grigori they represent. Prominent on them is the distinctive red mouth-of-blood tattoo of the Grigori.

Within the Statues is a doorway, a gateway between Liveside and Gehenna, concealed behind the complex façade of the statue, and which splits open when Shadow Man reads from the Codex. Within the statue is a doorway, edged with Nephilim Fire (white with a red edge) that either leads downwards (from Liveside to Gehenna) or upwards (from Gehenna to Liveside), suggesting (and misdirecting) a descent into hell or an ascent to our world. The revealed passageway, lined with Nephilim Fire impossibly extends beyond the boundaries of the room it is in.

Dedicated to those who helped make this possible.

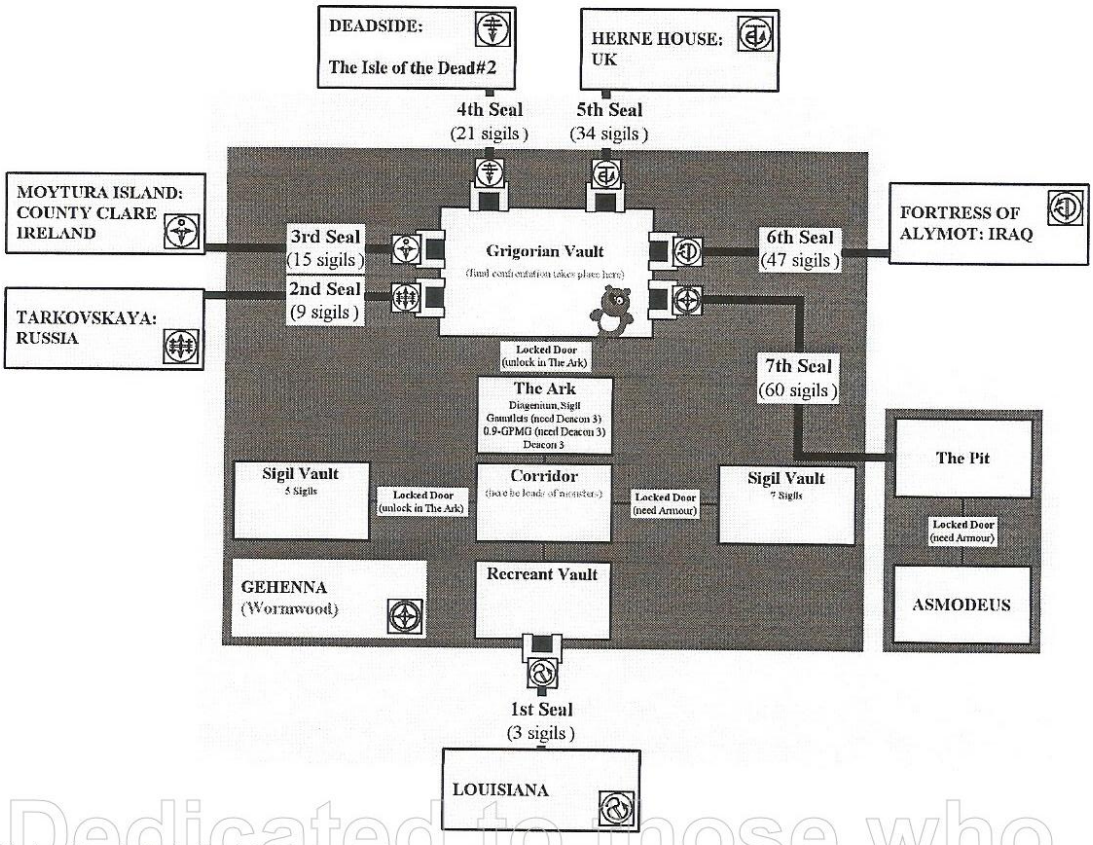
GAMEPLAY: CROSSING THE INTERREGNUM

Having opened the Grigoria within the Recreant Vault in the Plantation, the player is left to guide Shadow Man through the gateway that has opened through to Gehenna. Using the portal technology developed for Shadow Man: 2econd Coming, this is a seamless affair in the first passage between Liveside and Gehenna.

In subsequent passages between Liveside and Gehenna it may be necessary for Mike/Shadow Man to transform into his alternate form part way through. This is because our hero must consistently be in his Shadow Man form within Gehenna and it is possible for him to be Mike in Liveside as he enters a gateway to cross to Gehenna.

This is to be achieved by triggering the Mike/Shadow Man transformation sequence halfway down the corridor as necessary, the mid-point of the corridor, highlighted with an increased amount of Nephilim Fire, a slight haze that marks the plane of transition between worlds.

LOCATION: GEHENNA



Dedicated to those who helped make this possible.

This location is the hub of the entire game, comprising a lead-in section from Louisiana that leads Shadow Man from the Recreant Vault, through the oppressive Corridor, the ornate Ark and into the Grigorian Vault - the hub of the entire adventure.

In style this entire level looks like an extension of the architecture found within the Dark Sepulchre in Louisiana, however this is grander, more infernal and terrifying, lit with white-red Nephilim Fire.

This is, for all the player knows at the present moment, Hell…

(…or at least 'Gehenna' - we never actually refer to it as 'Hell', 'cos it isn't…)

LOCATION: GEHENNA: RECREANT VAULT

A 'reflection' of the Recreant Vault Shadow Man exits in Louisiana, containing the same Morteth Grigoria Statue, but instead of the voodoo trappings of Papa Morté, this place is darker and more sinister.

The floor is littered with the armour-covered bones of fallen humanoids - eight-foot tall near-human skeletons smashed, broken, picked clean of flesh. Amidst the bones - shattered pieces of armour and weapons - red and gold - the metal of the Nephilim Shards. All are useless - crumbled to dust over millennia or shattered as their owners fought for their lives against an ancient foe. The walls are pitted with decay; shattered visages of angelic statues have fallen and broken all around, their remnants piercing the low mist that hugs the ground. The only illumination in this chamber, like much of the rest of Gehenna comes from Nephilim fires (white flames, with a red edge) that bathe this chamber in an infernal red light.

There is but one exit, leading to THE CORRIDOR. In the darkness beyond lurk Abominations.

CUT SCENE: THE ENTRANCE TO GEHENNA

GEHENNA, RECREANT VAULT

As Shadow Man steps into the Recreant Vault in Gehenna the player hears a *brief* monologue - a reflection of his thoughts as he stands for the first time in Gehenna. This illustrated with cutaways to the darker, apocalyptic corners of Gehenna, views tracking across the floor past the armies of the fallen, brief suggestions of shambling dark shapes. As much as we can do to reinforce that this is (if not literally) Hell.

LOCATION: THE CORRIDOR

Connecting the Recreant Vault and the Ark, this is an immense corridor-chamber that Shadow Man must negotiate. A linear route from the floor of the Corridor leads in and out of the Corridor itself, slowly working its way up several levels along the sides of the Chamber to the Ark high up on the far wall. The Corridor and its side-routes are littered with the bodies of the fallen and contain many alcoves and dark corners, designed for maximum survival horror/shock gameplay.

Lighting is provided by the red Nephilim fires that burn around this area, either burning in channels along the edges and tops of walls or from vents cut into the intricate carvings of the floor. All uplight the area, casting the entire corridor in an infernal red glow.

There are two other exits from the Corridor - doors that lie at either side of the entrance to the Ark. Both are presently locked. One may be unlocked from within the Ark, the other requires the Armour/SwordUp1 (acquired at a far later stage in the adventure). Both doorways lead to SIGIL VAULTS - areas within Gehenna designed for maximum platform/action gameplay - mini-assault courses leading to Sigils.

GAMEPLAY: THE CORRIDOR

A descent into Resident Evil style horror, as Shadow Man works his way through the forbidding 'Corridor', past the bodies of the fallen. With Abominations leaping out at the most appropriate and tense moments as he negotiates the Corridor's many levels. His goal: the beacon of light that is the Ark, high above at the far end of the Corridor.

LOCATION: THE ARK

<ILLUSTRATION REQUIRED>

Overlooking the GRIGORIAN VAULT (if the number of polys doesn't kill the geometry engine, we close off the windows) the Ark is part burial/treasure chamber, part altar-room, part 'control centre'. (Getting the production design right in Gehenna is critical to the entire adventure.) It comprises a series of 'altars' strewn with desiccated corpses of the kind seen in the earlier areas of Gehenna.

There are three key altars within this area:

GAMEWORLD ITEM: THE ARK: DOOR ALTAR

This opens both the door leading down to the Grigorian Vault and one of the Sigil Vault doors by the entrance to the Ark.

GAMEWORLD ITEM: THE ARK: DIAGENIUM ALTAR

On this lays the DIAGENIUM - the map of Gehenna and the Dark Sepulchres that lie across the Interregnum on Earth

GAMEWORLD ITEM: THE ARK: SIGIL ALTAR

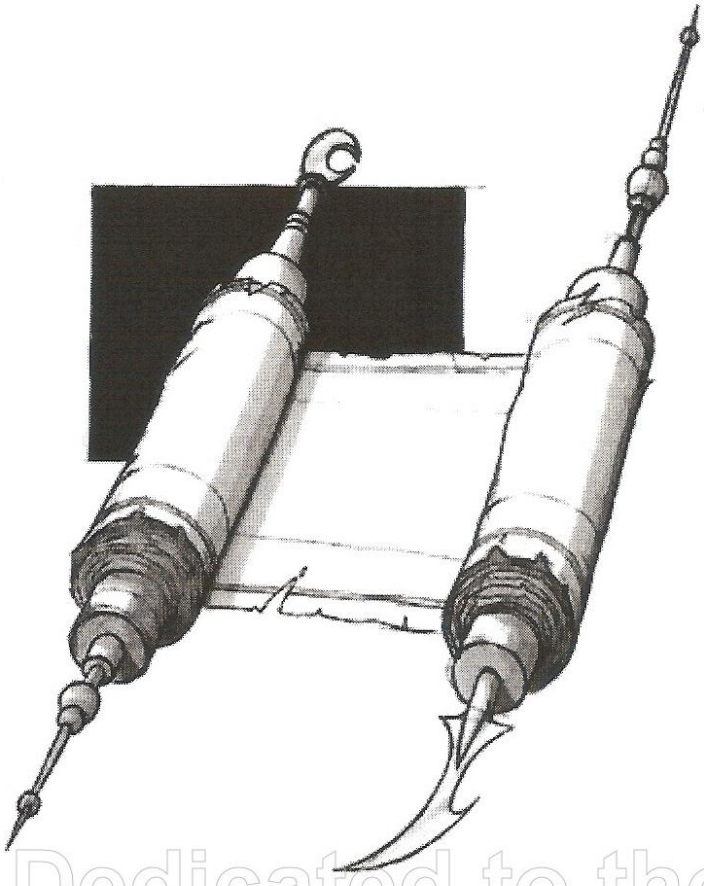
-This is a Sigil Altar, upon which is…a Sigil…

GAMEWORLD ITEM: THE ARK: GAUNTLET TRIPTYCH

Set into one wall is a triptych illustrated with representations of the Armour of Blood, the Nephilim Blade and the Gauntlets drawing the Blade from its plinth. Below this, or comprising the central panel is 'glass' case inside of which are the currently inaccessible GAUNTLETS. (To be opened in a cut-scene by *Deacon*… But more of that later…)

INVENTORY ITEM: THE DIAGENIUM

Location: the Ark: Gehenna



Dedicated to those who helped make this possible

This item is, in fact entirely surplus to the adventure, but should development time allow and focus tests request it, it will feature in the game. It is a map - a map to Gehenna, the Pit and the Dark Sepulchres that lie across the Interregnum on Earth - not the map to the entire adventure, but certainly significant portions of it.

If it is indeed implemented, then how it is implemented is limited by technological constraints. Dynamic spooling means that a 'wireframe' of the whole level is impossible to generate (since only the area around Mike/Shadow Man is loaded at any one time). Instead, a piece of pre-generated artwork representing the level will need to be created, upon which Mike/Shadow Man's position and possibly key quest items - represented by symbols. (It is possible to highlight every item that you can collect on a level if necessary…Hey, we can collect it for you too - to save you having to play the game in the first place…! ….ggrrrr…)

Within the scrolls' central panel, the map is displayed, 'pages' representing levels being scrollable while the map is viewed within the Inventory.

LOCATION: THE GRIGORIAN VAULT

<ILLUSTRATION REQUIRED>

Accessed via the Ark, this is the gigantic central hub of both Gehenna and the entire adventure.

It is a giant domed room with ceiling that opens onto an infinite black void, and a floor that drops away to an infinite pit inside which the white/red Nephilim Fire rages. Should Shadow Man wilfully throw himself into the infinite pit (surprise, surprise) he will 'die', his position being reset to the last Teddy Bear point he passed through, which is, in fact within the Grigorian Vault itself.

In the centre of the room, accessed via a bridge from the Ark is a central platform, around which are arranged six Grigoria Statues similar to those that Shadow Man has seen within the Recreant Vaults in Louisiana and on entering Gehenna. Each of the Grigoria are different - each bearing a different Sigil-mark representing the Liveside or Deadside area that their portals lead to, and the statues themselves, although of similar style reflect the shape of the Grigori that occupies that area.

This location is also key to the game since it is the place where the final confrontation between Asmodeus, Shadow Man and Deacon (straight up!) will take place. And the open roof to this area is highly significant (but as to why, well, that would be telling, wouldn't it?).

TEDDY BEAR MEMORY: THE GRIGORIAN VAULT

When Shadow Man steps into the main body of the Grigorian Vault for the first time a sixth Teddy Bear Memory is added to the Teddy Bear Screen:

"Gehenna: The Grigorian Vault".

GAMEPLAY: SIGILS FOR THE SECOND SEAL

If it's not entirely obvious by now, the idea is that Shadow Man must gather Sigils to open further pages of the Codex in order that he may access the various Grigori areas from the Grigorian Vault, track them down and kill them. So, having glimpsed the awesome sight of the Vault, Shadow Man's best choice is to seek out some more Sigils.

At this point in the game he should have 4 Sigils - 3 from Louisiana, that opened the First Seal of the Codex, allowing access to Gehenna, plus the remaining 1 from the Ark. The further 5 Sigils he needs to open the Second Seal lie beyond the doorway that opened at the entrance to the Ark. The player need only backtrack a short distance and enter the first accessible Sigil Vault. Within, Shadow Man will find a series of puzzles and monster filled assault courses to solve.

When Shadow Man has collected all 6 Sigils required to fill the Second Seal on the Codex, the 'Opening of the Second Seal' cut-scene is triggered.

CUT SCENE: THE OPENING OF THE SECOND SEAL

<ILLUSTRATIONS REQUIRED>

SOMEWHERE IN GEHENNA

This is a variation of a generic cut-scene that occurs when Shadow Man acquires enough Sigils to open one of the Seals on the Codex. The camera cuts away to Shadow Man stood holding the Codex and placing the final Sigil in place (shoot this low, so the exact position of Shadow Man's hand relative to the seals is not important). As in the Third Meeting with Deacon cut-scene, Nephilim Fire traces around the edge of the Codex, brilliant light bursts out from between the pages and the book opens in Shadow Man's hands.

There is a thunderous rumble with a whisper of a voice (Asmodeus) underpinning it "Come and see..."

Shadow Man looks about him, half-sensing the voice.

The camera cuts away and pans across the Gauntlet Triptych. And still an almost imperceptible whisper "...and power was given to him to take peace from the earth, that they should kill one another: and there was given unto him a great sword..."

The camera cuts back to Shadow Man, still wary.

GAMEPLAY: OPENING THE SECOND GRIGORIA

Having opened the Second Seal within a cut-scene, Shadow Man heads to the Grigorian Vault and opens up the Grigoria leading to the level set in Russia. This Grigoria being located first on the left when stepping out of the Ark into the Grigorian Vault and bearing the sigil-mark that appears on the now

accessible second page of the Codex:

The opening of the Grigoria is achieved using the generic 'Opening the Grigoria Statue' cut-scene. This reveals a doorway that leads impossibly upwards and into the Recreant Vault in Tarkovskaya, Russia.

Dedicated to those who helped make this possible.

other, leading up through the roof of the Vault and into the Chapel above it requiring a certain amount of skill to reach.

(If possible, this area should look somewhat frozen with snow falling into the Vault from above, drifting in via the holes in the Chapel roof…)

CUT SCENE: THE ENTRANCE TO TARKOVSKAYA

TARKOVSKAYA, RECREANT VAULT

One of Shadow Man's trademark monologues that reinforce the sense of dark Apocalyptic portent by reflecting upon his thoughts and feelings as he steps forth into the unknown…

LOCATION: CHAPEL

<ILLUSTRATION REQUIRED>

This is a small, run-down chapel, the roof of which has caved in allowing a view of the snowy night sky.

Key items in this area are:

The POCKET WATCH, located somewhere obvious enough that it can't be overlooked, but concealed just enough that it's worth looking for - suggest: hiding it behind a few obvious barriers that can be overcome with weapon usage

A HEAVY WOODEN CRATE blocking the exit, or, being in such a position that it requires moving by 1 block to enable our hero to jump/climb out of the church.

GAMEWORLD ITEM: HEAVY WOODEN CRATE

<ILLUSTRATION REQUIRED>

This is simply an alternative definition of the Heavy Metal Crates found elsewhere in the game, but made out of wood to allow it to fit in better with certain surroundings. In short a 2.56m x 2.56m x 2.56m wooden crate that cannot be destroyed by any of the weapons in the game (and texture-mapped so that it looks that way).

Like their Heavy Metal counterparts these also can only be moved by Mike (not Shadow Man), being pushed in one direction by 2.56m, the maps designed so that it is indeed only possible to push it from one direction.

Dedicated to those who helped make this possible.

INVENTORY ITEM: POCKET WATCH

Location: Tarkovskaya: Russia

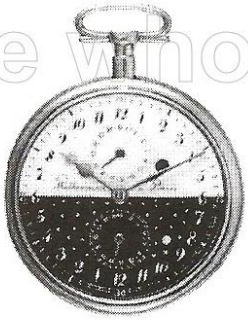
This is an antique Russian pocket watch that Shadow Man discovers early on in Tarkovskaya. With its acquisition, the staging of night and day goes from a series of adventure-driven events to a 'game time'-driven clock. This means that no longer will the adventure trigger set-piece day to night changes, instead an accelerated real-time clock will trigger these changes, with the 'game time' in *Liveside* being displayed on a constantly updating on-screen representation of the Pocket Watch known as the Pocket Watch Display.

Playtesting will ultimately determine the balance, but it is suggested that for every 12 minutes the game is played, 24 hours will pass in the game world, meaning that the player has 6 minutes to play as Mike before darkness falls and the transformation to Shadow Man occurs.

For clarity, the Pocket Watch has a 24-hour dial based on late 18th Century designs where the dial face is split horizontally across the 6 o'clock line, the bottom half of the dial having a black background, representing the 12 hours of darkness between 6pm and 6am.

This means simply that when the hour hand is in the bottom portion of the watch, our hero is Shadow Man, and when, it is in the top half, he is Mike.

When Shadow Man finds the Pocket Watch in Tarkovskaya, the 'game time' (determined by Day/Night-time change 6N - set at the entrance to the Tarkovskaya level) should be approximately 4am. This ensures that after a very short while our hero will transform to Mike under control of the Pocket Watch timer, and is therefore capable of exploring the level further as Mike.



A late 18th Century French verge with enamel 24 hour dial with subsidiaries for date and

The following table summarises how the various portions of the game handle time:

Inventory Screen	Freeze Pocket Watch timer until exiting
Cut-scenes	Freeze Pocket Watch timer until exiting (unless cut-scene demands time change)
Louisiana	Staged Day/Night events until Pocket Watch acquired. Thereafter, regular Liveside changes governed by Pocket Watch.
Deadside	Pocket Watch timer suspended while in Deadside. Only Shadow Man ever appears in this level.
Gehenna	Pocket Watch timer suspended while in Deadside. Only Shadow Man ever appears in this level.
Tarkovskaya: Russia	Staged Day/Night events until Pocket Watch acquired. Thereafter, regular Liveside changes governed by Pocket Watch.
Moytura Island: County Clare: Ireland	Regular Liveside changes governed by Pocket Watch. (Mike/Shadow Man cannot access this level until Pocket Watch located)
Herne House: UK	Regular Liveside changes governed by Pocket Watch. (Mike/Shadow Man cannot access this level until Pocket Watch located)
Fortress of Alymot: Iraq	Regular Liveside changes governed by Pocket Watch. (Mike/Shadow Man cannot access this level until Pocket Watch located)

It should be noted that time does not advance in locations that are not in Liveside, and although perhaps accurate, the idea of worldwide time zones (the UK is 5 hours ahead of Louisiana, etc.) is an over-complication. It could be coded relatively easily, but is unnecessary and potentially highly confusing for the player, especially if every time they Teddy-Bear between Liveside levels they're unsure as to whether they're going to undergo a time zone change that will force a change between Mike and Shadow Man.

GAMEPLAY: EXITING THE CHAPEL

Exploring the Chapel, it will become evident to the player that their route to the outside is blocked - the way of getting out being something to do with pushing the big wooden crate that no matter how hard he tries Shadow Man can't shift it.

Further exploration will yield the Pocket Watch, which on collection triggers the appearance of the Pocket Watch Display on the screen, a piece of Context Sensitive Speech that telegraphs to the player that the day-to-night changes are activated and soon thereafter dawn and the transition back to Mike.

This enables Mike to exit the Chapel and head off into the Forest...

Note: From this point onwards the Pocket Watch controls the day-to-night transitions and affects all cut-scenes that occur outside of Gehenna and Deadside - it will no longer be possible to guarantee that the main character is Mike or Shadow Man.

CUT SCENE(S): THE BABA YAGA

These are a shameless pastiche of the sequences in the Evil Dead series of movies, in which a first-person fast moving camera tracking across the forest at floor height create a sense of an evil 'something' (the Baba Yaga) heading towards the player.

They begin as a series of brief cutaways being triggered once Mike/Shadow Man has entered the Chapel and continue up until the moment that he finally arrives at the stilt hut in the Forest Clearing. At which point, a final cutaway occurs, the first person view focusing on Mike/Shadow Man before the camera cuts away to reveal the Baba Yaga...

And then, she attacks...

LOCATION: THE FOREST

<ILLUSTRATION REQUIRED>

This is the central hub of the Russian level, a snow-laden, dark fairy-tale forest that has enough switch-backs and loops that it is possible, to some small extent to get lost in. (Loops, as opposed to dead-ends are good in terms of the AI for what's stalking you...There area more routes for it to come at you!)

Within a clearing close to the entrance to this minor labyrinth is a small stilt hut. This is a significant landmark (which ties in with the Baba Yaga folk tale of an old crone that lives in a hut that stands on chicken legs...yes, really...) and which marks it as a Teddy-Bear Memory Point. This is also the point at which Mike/Shadow Man confronts the Baba Yaga for the first time.

Leading out of the Forest are three major routes - one back below ground to another part of the Dark Sepulchre, another leading into a small derelict Village area and the other leading to a clearing in which a Bonfire is burning. (The Bonfire acts as a L'Inférno 'teleport' start point...)

TEDDY BEAR MEMORY: TARKOVSKAYA: RUSSIA

When Mike or Shadow Man steps into the central clearing of the Forest near the stilt hut, what should be a seventh Teddy Bear Memory is added to the Teddy Bear Screen:

- "Tarkovskaya: Russia".

GAMEPLAY: TARKOVSKAYA: RUSSIA

The idea behind the entire Tarkovskaya level is to put Mike/Shadow Man in a situation where a solitary, almost unstoppable enemy is stalking them. After a brief introduction to the day-night changes in the Chapel, the rest of the level involves exploring the forest, repeatedly encountering/running away from the Baba Yaga and finding ways down into the Dark Sepulchre beneath the forest. Maximum use is made of the need to criss-cross the forest - to put our hero in greatest peril - a factor that was attempted in the original 'SHADOW MAN' with the serial killers but never fully realised since the levels so designed were necessarily cut due to time constraints.

Within the Russian level Mike/Shadow Man will eventually retrieve enough Sigils to open the Third Seal on the Codex, and by returning to Gehenna access the level set on Moytura Island, the burial place of Far Durocha...

CUT SCENE: OPENING THE THIRD SEAL

SOMEWHERE IN TARKOVSKAYA

This is triggered when Shadow Man acquires enough Sigils to open the Third Seal of the Codex - a variation of the generic 'Opening the Seal' cut-scene.

This one enhanced with the same thunderous rumble as heard in previous scenes with the whisper of Asmodeus underpinning it "Come and see..."

CHARACTER: BABA YAGA

Dedicated to those who helped make this possible.

Baba Yaga stands at around eight feet tall, clothed in flowing, tattered rags, the crimson 'mouth of blood' tattoo like a livid scar bisecting her naked, white-blue flesh.

<ILLUSTRATION REQUIRED>

Demon Form: Babayagoth

Human Form: Baba Yaga

Dedicated to those who helped us make this possible

In human form, she drifts around the forest, a solitary predator, relentlessly tracking Mike/Shadow Man down. The aim of the encounter with Baba Yaga is to give the player the sense of being hunted within by an almost unstoppable foe. (Certainly in the early encounters with her, since for a while after the confrontation with Morté, our hero has no Nephilim weapons to defeat Grigori with).

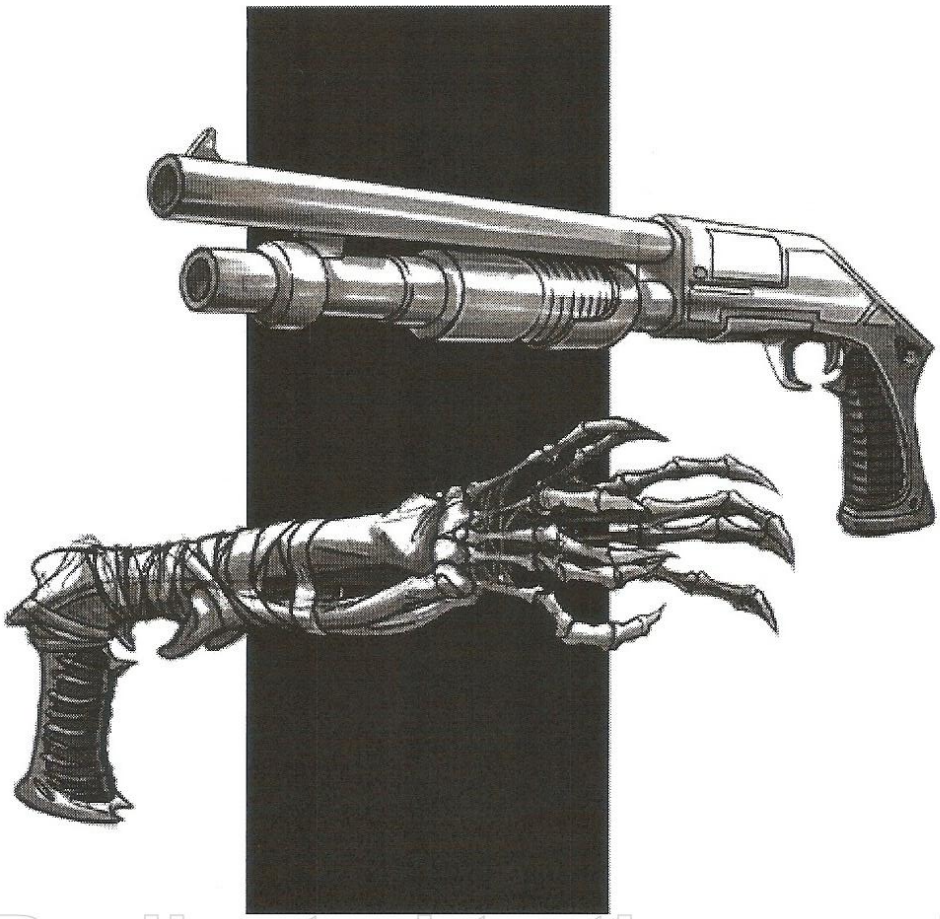
Weapons-wise, the Baba Yaga attacks with the same kind of 'ghost snake' projectiles that Morté's Demon-form attacks with. These being fired long-range and seeking Mike/Shadow Man. Close-quarters, she lashes out with tendrils that spring from beneath her tattered robes. To add a bizarre air of menace, her presence nearby (as well as her recoil from injury sounds) is based on dog/wolf howls - which give her a strange animalistic, inhuman quality. Her attack patterns are designed to be very much a case of 'surprise attack, followed by a fast withdrawal' - the kind that leaves the player reeling and wondering from where next she will strike.

As with the other Grigori, Baba Yaga has a true demonic form, which becomes visible once she has incurred a certain amount of damage in combat. In the case of Baba Yaga this is the DEMON BABAYAGOTH a shocking, almost formless mass of writhing screaming tendrils…

INVENTORY ITEM: SHOTGUN #1

Location: Tarkovskaya: Russia

<ILLUSTRATIONS REQUIRED - EXAMPLE SHADOW POWERED ATTACK>



Dedicated to those who helped make this possible

An old favourite from the original 'SHADOWMAN' - a shotgun with pistol handgrip, and in 'Shadow Man: 2econd Coming', the first real-world gun made accessible to the player. Breaking tradition with the original game and maintaining consistency with this second chapter, all real-world guns can now be taken to Deadside by Shadow Man, and have alternative definitions and powers when wielded by Mike or Shadow Man.

In Liveside, for Mike, all guns (including Mike's own gun) have limited ammo, but point-for-point cause more damage on enemies than Shadow Man's Shadow-powered shots channelled through the same weapon. Should Mike run out of ammo, he will use the empty weapons to effectively 'pistol-whip' an enemy while the weapon is still in his hands.

In the hands of Shadow Man (wherever he is - be it nighttime Liveside, Gehenna or Deadside), real-world guns transform into flesh and bone 'Shadow Guns'. Each 'Shadow Gun' has unlimited 'power-up' shots (though each *must* be powered up for it to fire - tapping fire performs no action - a price to pay for having unlimited ammo which re-balances the gameplay…). The type of real-world gun it is determines the type of Shadow-powered shot that it fires. In the case of the Shotgun, it is a spread of very short-range Shadow Wraiths.

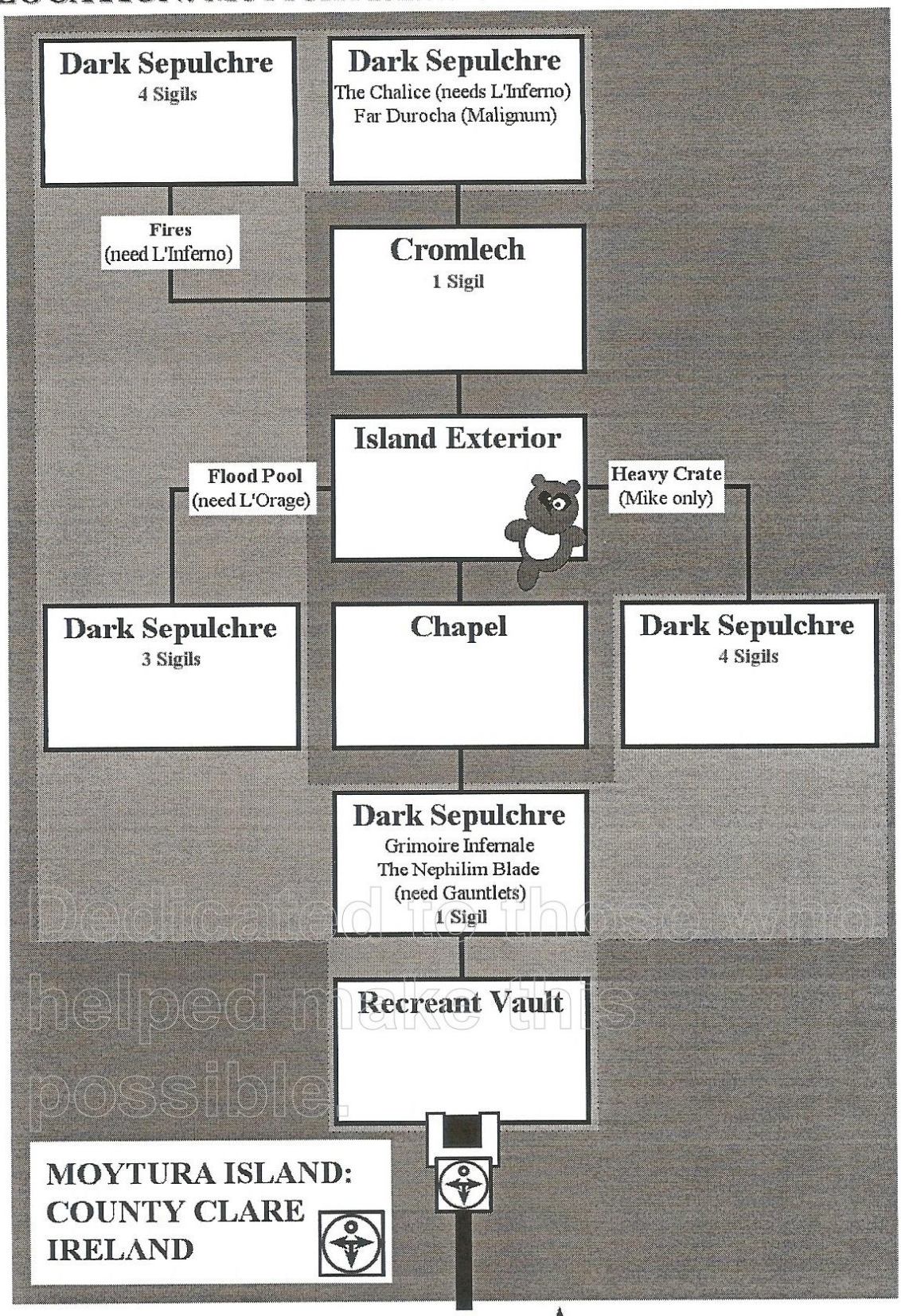
Real form (Mike)	Sawed-off shotgun with pistol handgrip
	Fires explosive Shotgun Shells that are short range, inflict high damage and are *extremely* noisy
	Limited magazine size - maximum of <TBD> shots per Shotgun
	Limited ammo for Mike - replenished with Shotgun Shell collectibles - <TBD> cartridges per collectible
Shadow form (Shadow Man)	Sawed-off snarling flesh and bone Shadow Gun
	Fires spread of short-range Shadow Wraiths
	Unlimited shots, but power-up delayed, power-up dissipates and shot is not fire if fire button is prematurely released

Dedicated to those who helped make this possible.

Finishing blow: Shadow-powered death that leaves behind a Life Force collectible - Shotguns cannot 'finish' Grigori.

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Shotgun	✓	✓		✓	✓	✓	✓

LOCATION: MOYTURA ISLAND: IRELAND



Dedicated to those who helped make this possible.

Located several miles off the far South-westerly coast of Southern Ireland, Moytura is a windswept outcropping of jagged rocks surrounded by seas so rough that only the most determined or insane would

Dedicated to those who helped make this possible.

consider going there. A reason then, why CUCHULAINN the hero of the legend contained within the GRIMOIRE INFERNALE decided to bury FAR DUROCHA there many centuries ago.

CUT SCENE: THE ENTRANCE TO MOYTURA

MOYTURA, RECREANT VAULT

One of Shadow Man's trademark monologues that reinforce the sense of dark Apocalyptic portent by reflecting upon his thoughts and feelings as he steps forth into the unknown… again…

TEDDY BEAR MEMORY: MOYTURA ISLAND

When Mike/Shadow Man enters the Island Exterior portion of the level for the first time a Teddy Bear Memory is added to the Teddy Bear Screen:

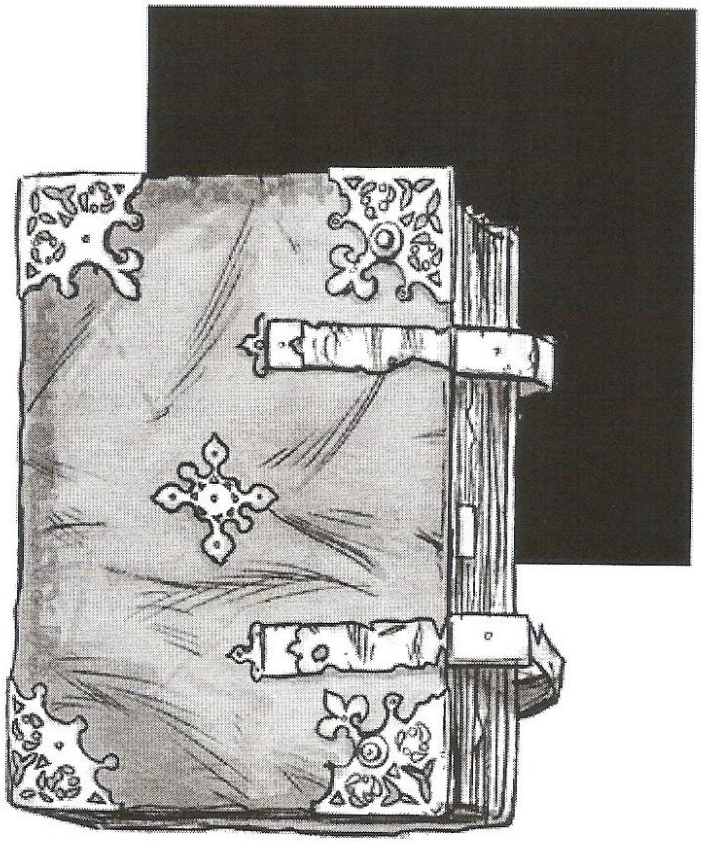
"Moytura Island, County Clare: Ireland".

GAMEPLAY: MOYTURA

<TO BE DETAILED>

INVENTORY ITEM: GRIMOIRE INFERNALE

Location: Moytura Island: County Clare, Ireland



This is an illustrated manuscript dating back many years and tells a complete Celtic legend that is interwoven into our own Shadow Man mythology. This sets up the backstory behind the Dullahan, why Moytura is a dumping ground for objects of power, as well as explaining the use of the Nephilim Blade and Chalice.

The story is split over a series of illuminated panels, annotated with the following (or similar) text:

Dedicated to those who never can make this possible

I. *The Giant Far Durocha, the one known as Crom Dubh, the Dullahan, the Dark Man, he that bears the mouth of blood is beheaded by the hero Cuchulainn.*

II. *Far Durocha is buried at Moytura and as Cuchulainn lays the head of the Dullahan in its grave, it speaks a curse on Cuchulainn.*

III. *Cuchulainn returns to his village entranced. As his eyes fall upon her demons come from out of his mouth and enter the body of Emer, the wife of Cuchulainn. And Cuchulainn weeps for nine days over the body of his wife.*

IV. *With an army ninety-nine strong, Cuchulainn travels to the Holy Land in search of the Chalice, that sacred vessel said to heal the curse of the Demon.*

V. *After nine years of searching, Cuchulainn finds Alymot, the Fortress of the Mountains and steals inside. And within, Cuchulainn finds the Nephilim Blade burning with a great fire.*

VI. *And the mighty Djinn, ruler of the Assassins, brethren of the Dullahan discovers Cuchulainn and confronts him. And drawing the Blade, though his hands burn in its great fire, Cuchulainn injures the mighty Djinn.*

VII. *And with the Blade, Cuchulainn finds a Cave of Wonders, within The Demon Armour of Blood and the Chalice he seeks.*

VIII. *And the Cuchulainn returns to his village and with the healing power of Chalice casts out the demons from his beloved Emer.*

IX. *And Cuchulainn buries the Chalice and the Nephilim Blade at Moytura, should ever the Dullahan return and bring darkness to this land again.*

Dedicated to those who

As can be inferred from this, it is a tale that tells of the Irish hero Cuchulainn travelling to the Fortress of Alymot in Iraq to retrieve the Chalice that will heal his wife Emer of a condition not entirely dissimilar to that of Jaunty's. At Alymot, Cuchulainn has a confrontation with Djinn - the Iraqi Grigori, and taking the Nephilim Blade injures the Grigori before using it to open the door to a Cave of Wonders. Within the Cave Cuchulainn finds the Chalice and sees the Armour of Blood. Finally the hero returns to his village to heal his wife using the power of the Chalice.

It should be noted that the sigil and Grigori-name symbolism features in the illustrations.

(Pronunciation: "Cuchulainn" - pronounced 'Koo Chul-in'. Also note the recurrence of 9's in this Celtic mythos - 7 is a number of power for Eastern societies, 9 and 5 are the Celtic equivalents.)

(Designers note: there is opportunity to include 2 symbol-combination puzzles in the Ireland and Iraq levels - illustrations II and VII could easily incorporate symbols in their backgrounds that form clues to entry combinations to chambers within those levels.)

Dedicated to those who helped make this possible

CUT SCENE: OPENING THE FOURTH SEAL

SOMEWHERE ON MOYTURA...POSSIBLY...

This is triggered when Shadow Man acquires enough Sigils to open the Fourth Seal of the Codex - a variation of the generic 'Opening the Seal' cut-scene.

This one enhanced with the same thunderous rumble as heard in previous scenes with the whisper of Asmodeus underpinning it "Come and see..."

(Possible) Cut-away to scene of the Isle of the Dead in Deadside, mysterious, askance close-up of Ogou Feray sat on his throne...

"And I looked, and behold a pale horse: and his name that sat on him was *Death*, and Hell followed with him. And power was given unto them over the fourth part of the earth, to kill with sword, and with hunger, and with death, and with the beasts of the earth..."

Mike/Shadow Man muses...

"Deadside?"

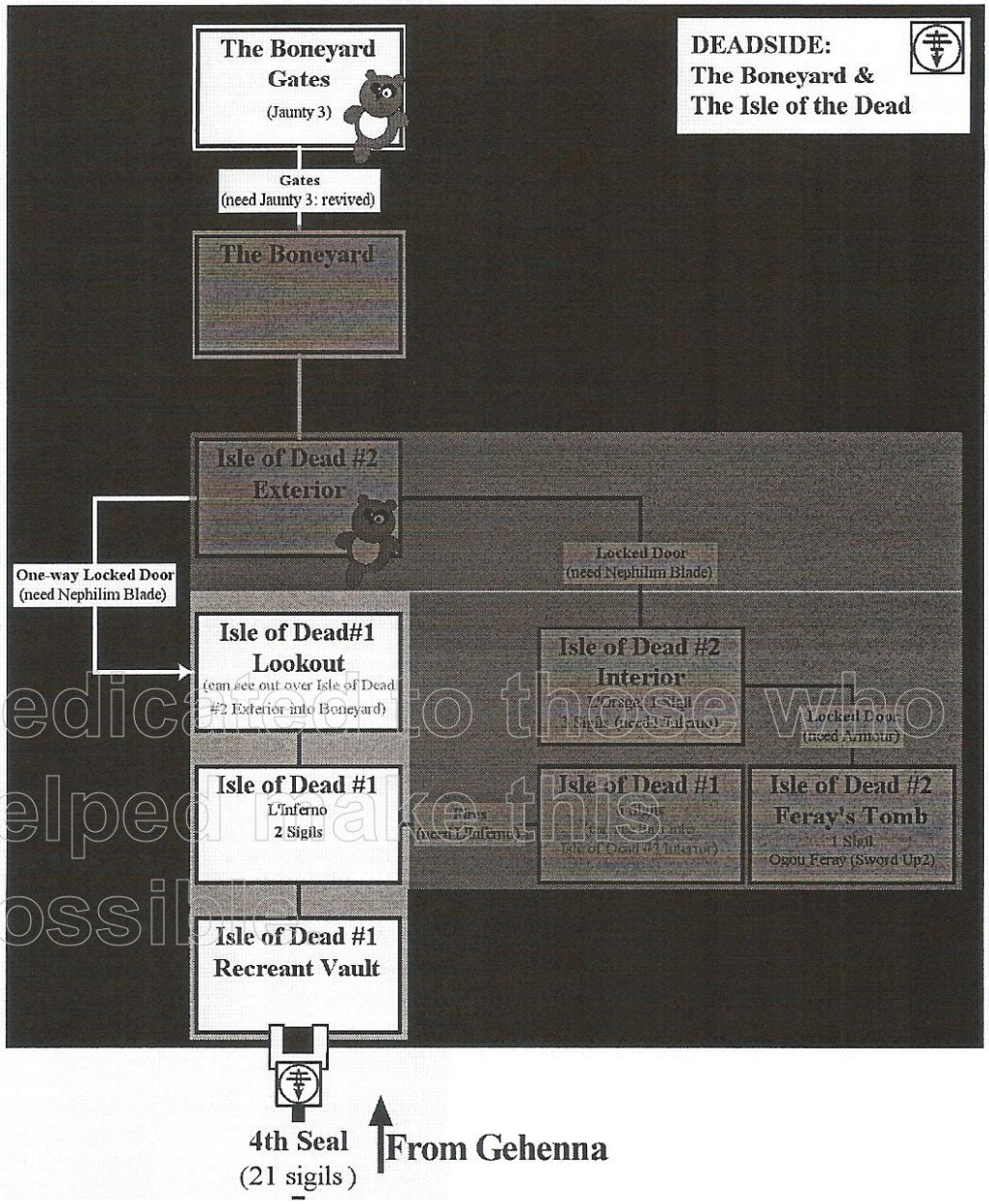
CHARACTER: FAR DUROCHA

<TO BE DETAILED>
<ILLUSTRATION REQUIRED>

<TO BE DETAILED>

Dedicated to those who helped make this possible.

LOCATION: DEADSIDE: ISLE OF THE DEAD #1



Dedicated to those who helped make this possible

<TO BE DETAILED>

INVENTORY ITEM: L'INFÉRNO

Location: Louisiana 4:Hounfort Church, Secret Crypt (two Yellow Offerings required)

Dedicated to those who helped make this possible

<ILLUSTRATIONS - IMAGE OF SHADOW MAN BURSTING INTO FLAME AND INJURING ENEMY, RUNNING INTO A FLAME AND THEN, AS A STREAK OF FLAME TRAVELLING TO ANOTHER ADJACENT FLAME, THEN RECONSITUTING HIMSELF AT THE OTHER SIDE>

This is one of two significant Voodoo Spell Objects in the adventure (the other being L'Orage).

It appears as a form of gourd or similar vessel, within which burns a yellow-orange voodoo flame. When carried openly its eternal light casts around Shadow Man, providing illumination in the darkest of areas.

When used by Shadow Man, the flame explodes from the object and rapidly consumes Shadow Man, turning him into a 'human torch', and for a period of some 10 seconds this allows Shadow Man to run around his environment inflicting damage on his enemies by running at them. (Hand-to-hand attacks cause increased 'burning' damage due to Shadow Man's state.) During this time he is not invulnerable, merely he takes highly reduced damage from enemy attacks and collisions.

While in this 'inferno' state, should he step into a burning flame within the landscape, he will merge with it and then fly, like a trailing fireball to the next flame within close proximity/line of sight - a kind of groovy, graphical teleport between flames. Like the Gads in 'SHADOW MAN' this feature of L'Inférno will enable access to previously inaccessible areas. (These flames will be set-piece events, with specially constructed, spectacular flight-paths to maximise on the flight between flames.)

Should the Day/Night transition take effect while Shadow Man is in this 'inferno' state, then he will immediately lose the effect, transforming back to Mike - so - those using it to cross a mile-deep chasm beware… (Similarly, Teddy-Bear use cancels the effect immediately.)

Real form (Mike)	An empty gourd or similar vessel, no effect for Mike
Shadow form (Shadow Man)	A voodoo vessel within which is a glowing voodoo fire At great cost in Voodoo magic, the voodoo fire engulfs Shadow Man reducing enemy hits against him and for 10 seconds turns him into a 'human torch', causing burn damage on enemies he touches. If in the 'inferno' state, when he steps into a fire, he will merge with it and fly, as a streak of fire to the closest adjacent flame within line-of-sight.

Dedicated to those who helped make this possible.

While in the 'inferno' state Shadow Man may be able to destroy/burn through the following by just running at them, since he is effectively a human voodoo weapon…

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
L'Inférno			✓	✓	✓	✓	✓

GAMEPLAY: USING L'INFÉRNO

<TO BE DETAILED>

GAMEPLAY: MOYTURA: RETRIEVING THE CHALICE

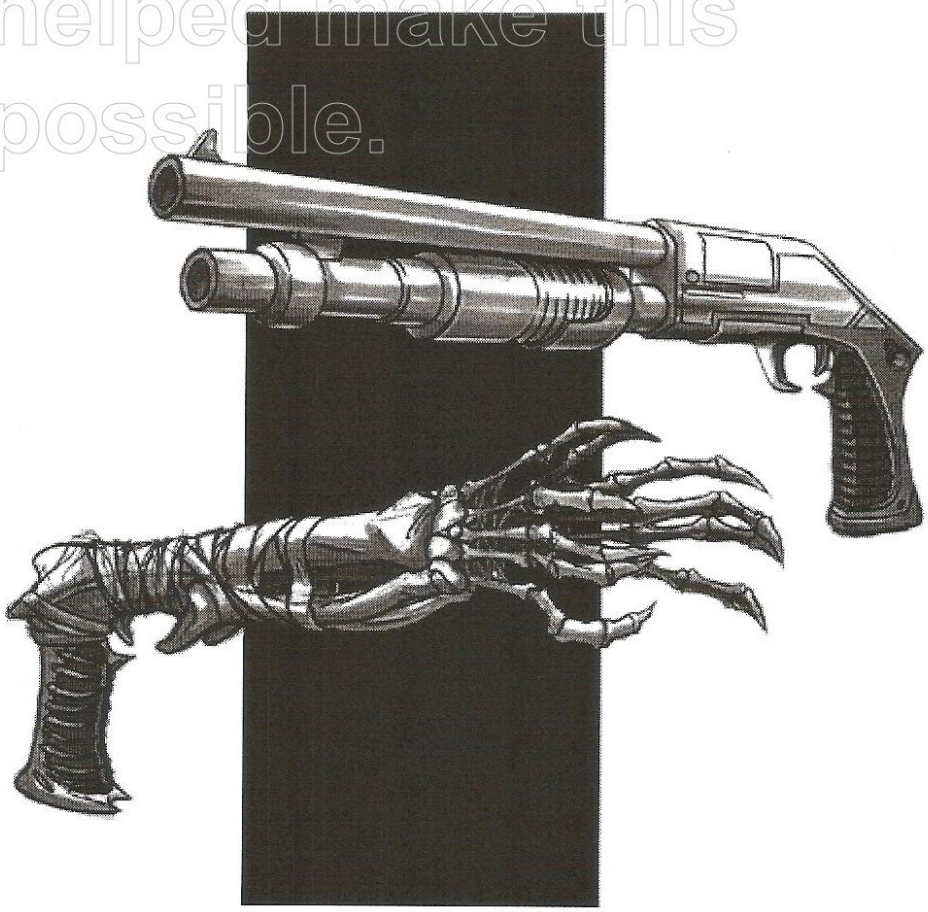
<TO BE DETAILED>

Dedicated to those who helped make this possible.

Dedicated to those who helped make this possible.

INVENTORY ITEM: SHOTGUN #2

Location: Louisiana 3:Bayou Paradis (Shotgun #2 - needs L'Inférno)

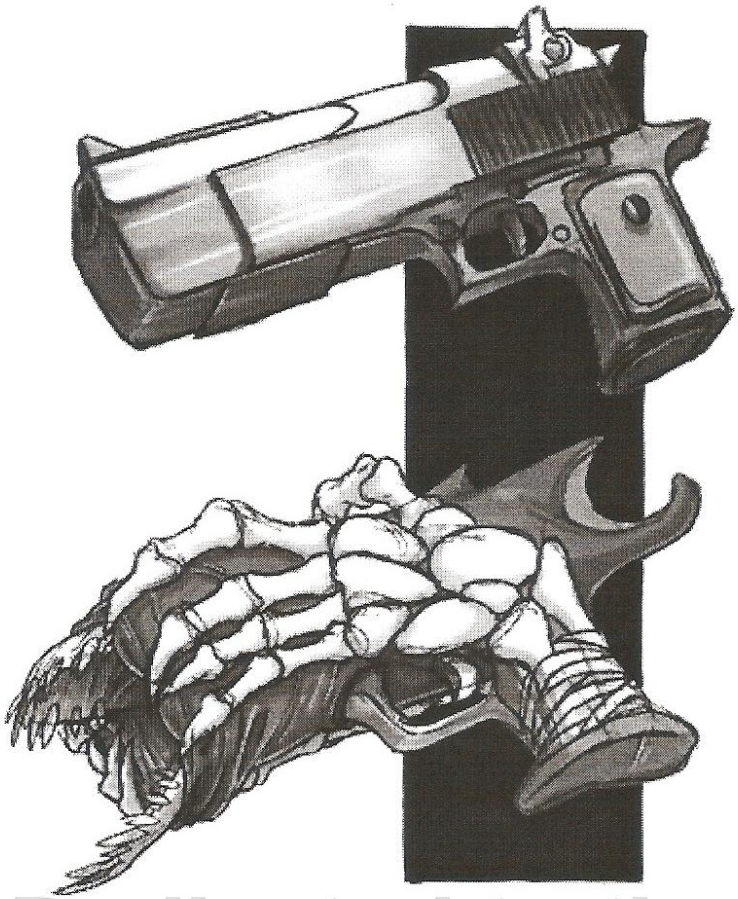


Shotgun #2 is identical to Shotgun #1.

NOTE THAT THE ACQUISITION OF SHOTGUN #2 INCREASES THE MAXIMUM NUMBER OF SHOTGUN SHOTS THAT CAN BE CARRIED BY 12.

INVENTORY ITEM: MIKE'S GUN

Location: Louisiana 8: Plantation #2- Recreant Vault (needs L'Inférno)



Dedicated to those who helped make this possible

<ILLUSTRATIONS REQUIRED - NEW 'TAKE' ON THE SHADOW WRAITHS/SHADOW DEATH?>

This is Mike's own gun - the Handgun in 'SHADOW MAN' based on the chrome version of the Magnum 0.50 Desert Eagle, though this time around, a bit chunkier, funkier, stylised and more kickass than it ever appeared in the original.

In its real-world form, for Mike it relies upon big, noisy and dangerous 9mm Hollow Point rounds that do stacks of damage to targets since they explode on impact (big explosion + gibs at point of contact). Not the ideal 'stealth' weapon, but its sheer stopping power makes up for that. If out of bullets, but still held in a hand, Mike will use the gun to 'pistol whip' any close-in attacker.

Like all other real-world guns, in the hands of the Shadow Man, Mike's Gun becomes a Shadow Gun. In this particular case, *the* (definitive) Shadow Gun, firing big, scary wraiths (rather like the Shadow Level 4 wraiths in 'SHADOW MAN') that scream off to their targets and rip the Lifeforce out of them. To balance the limited ammo that Mike has to put up with, again, there is a power-up delay before wraiths can be fired. This means that enemies have a greater chance of getting close to Shadow Man, which in turn means that hand-to-hand combat is not negated the instant that the player gets a distance weapon like a Shadow Gun.

Real form (Mike)	Stylised chrome Magnum Desert Eagle
	Fires Hollow Point rounds that explode on impact and cause masses of damage
	Limited magazine size - maximum of <TBD> shots
	Limited ammo for Mike - replenished with Hollow Point Ammo clip collectibles.
Shadow form (Shadow Man)	Snarling flesh and bone Shadow Gun
	Fires single 'Shadow Level 4-esque' Shadow Wraith
	Unlimited shots, but power-up delayed, power-up dissipates and shot is not fire if fire button is prematurely released
	Finishing blow: Shadow-powered death that leaves behind a Life

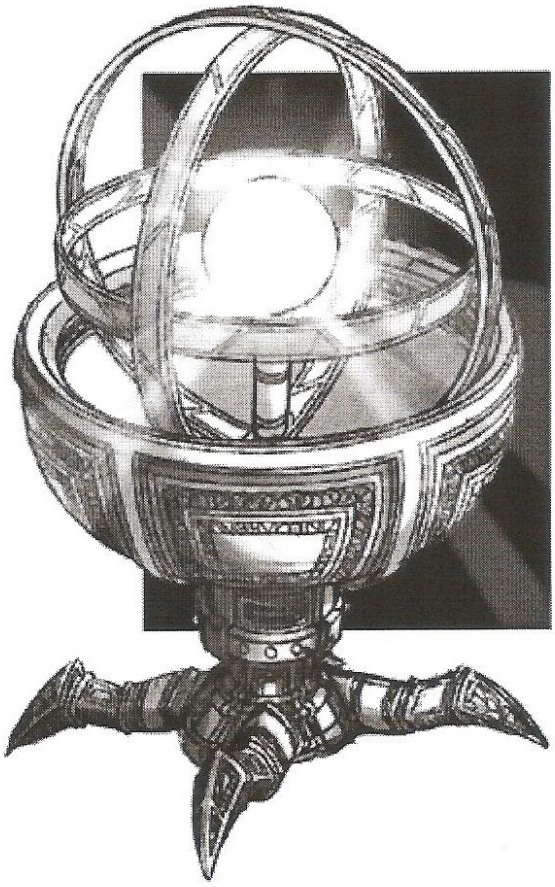
Dedicated to those who helped make this possible.

Force collectible - Mike's Gun cannot 'finish' Grigori.

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Mike's Gun	✓	✓		✓	✓	✓	✓

INVENTORY ITEM: THE CHALICE

Location: Moytura Island: County Clare, Ireland (needs L'Inférno)



<ILLUSTRATIONS REQUIRED - EXAMPLE OF USE ON JAUNTY>

This is an ancient Grigori artefact, an ornate red and gold metal 'chalice' approximately 60-75cm high. Within its bowl is a golden armillary sphere that rotates around a glowing ball of white Nephilim Fire (that seen glowing around the Nephilim Shards).

This item, as illustrated within the Grimoire Infernale is used to exorcise spirits from those afflicted with a Grigori curse - as Emer in the Grimoire is cursed, and as Jaunty is possessed by creatures placed into him by Papa Morté (who, by now, we should all realise is Grigori…)

The Chalice's purpose in the adventure is to release Jaunty from his comatose/possessed state. In the cut-scene featuring the use of the Chalice, Mike/Shadow Man grasps the neck of the Chalice with both hands, and bracing himself spectacularly draws the enormous writhing spirit out of Jaunty's mouth and into the fireball in the centre of the Chalice. At the end of this scene, Jaunty is freed from possession and therefore may travel to Deadside, to open the Boneyard Gates and further the adventure.

The Chalice has another two interesting gameplay features:

Firstly, the glowing ball at the centre of the Chalice emits an illuminating white light for both Mike and Shadow Man, and so provides the player with an extremely effective Nephilim torch…

Secondly, when carried openly the 'ghost snake' projectiles fired by the Grigori are drawn into it, meaning that they can reduce the number of hits taken by Mike/Shadow Man from these particular types of bullet.

Beta Restricted to those who helped make this possible

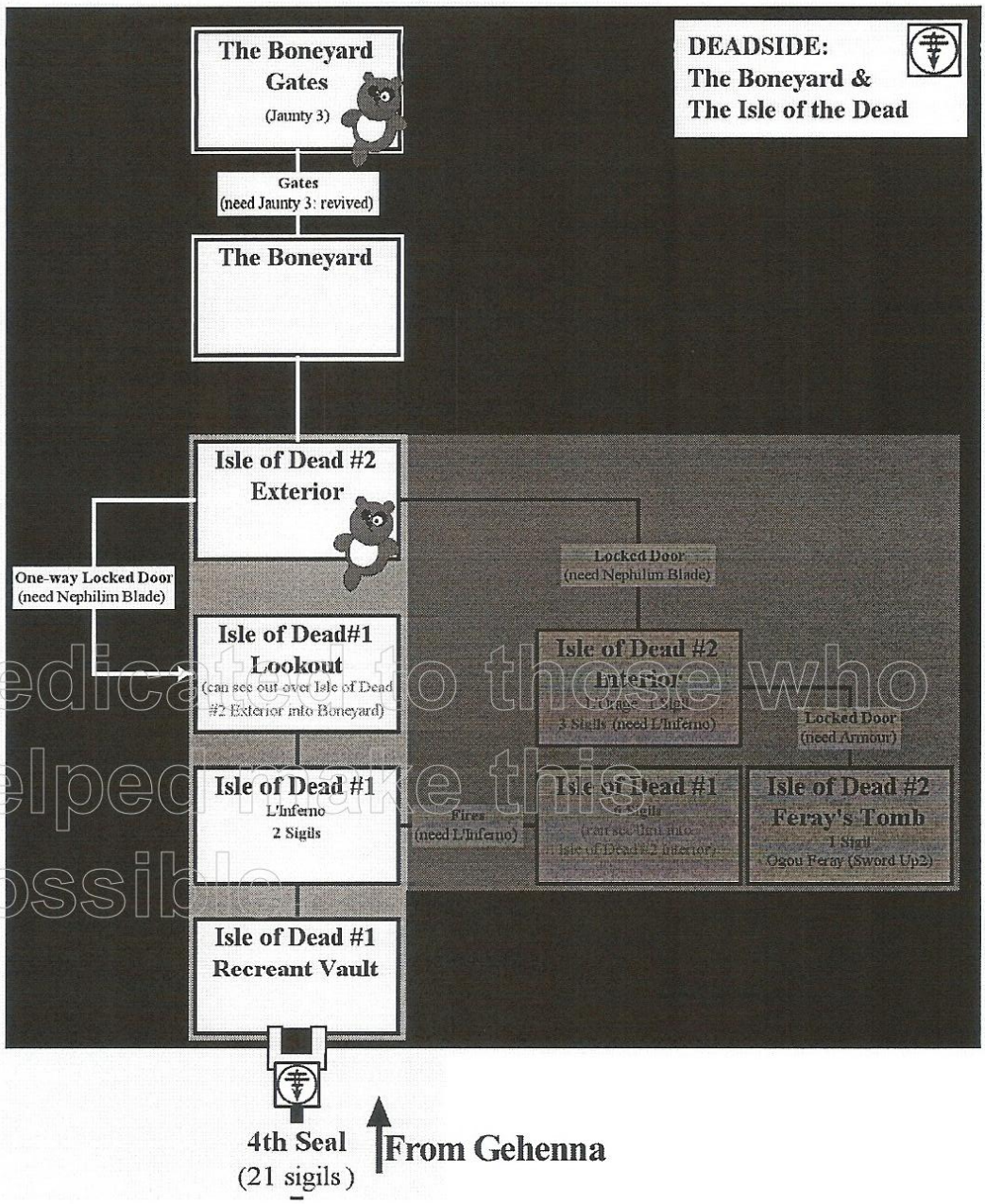
CUT SCENE: USING THE CHALICE

HOUNFORT CHURCH, SECRET CRYPT

<TO BE DETAILED>

Dedicated to those who helped make this possible.

LOCATION: DEADSIDE: THE BONEYARD



Dedicated to those who helped make this possible

<TO BE DETAILED>

CUT SCENE: Opening the Boneyard Gate

DEADSIDE: THE BONEYARD GATE

<TO BE DETAILED>

CUT SCENE: Jaunty Conversations

DEADSIDE: THE BONEYARD GATE

<TO BE DETAILED>

TEDDY BEAR MEMORY: The Isle of the Dead

When Mike/Shadow Man enters the Isle of the Dead Exterior portion of the level for the first time a Teddy Bear Memory is added to the Teddy Bear Screen:

"Deadside: The Isle of the Dead".

GAMEPLAY: The Boneyard

<TO BE DETAILED>

Dedicated to those who
believed I could make this
possible.

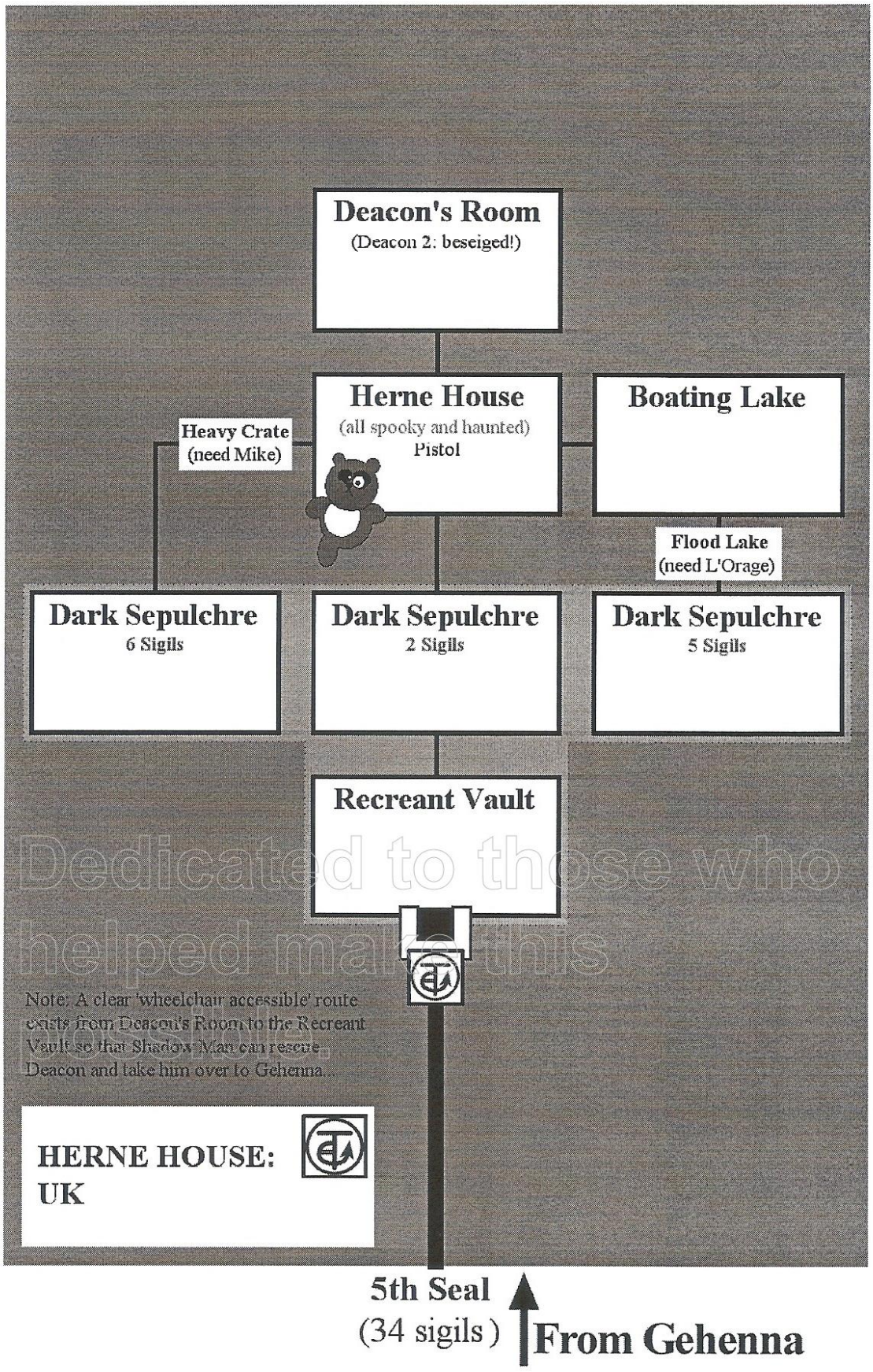
CUT SCENE: OPENING THE FIFTH SEAL

ANYWHERE...(GAME TOO 'OPEN' TO SPECIFY)

This is triggered when Shadow Man acquires enough Sigils to open the Fifth Seal of the Codex.

<TO BE DETAILED>

LOCATION: HERNE HOUSE: UK



Dedicated to those who helped make this possible.

<TO BE DETAILED>

Dedicated to those who helped make this game.

CUT SCENE: THE ENTRANCE TO HERNE HOUSE

HERNE HOUSE, RECREANT VAULT

<TO BE DETAILED>

TEDDY BEAR MEMORY: HERNE HOUSE

When Mike/Shadow Man enters the house portion of the level for the first time a Teddy Bear Memory is added to the Teddy Bear Screen:

"Herne House: UK".

GAMEPLAY: HERNE HOUSE

<TO BE DETAILED>

INVENTORY ITEM: PISTOL

Location: Herne House: UK

Dedicated to those who

This is a 9mm pistol and obviously placed within the Herne House level so those players who haven't explored very far eventually get a firearm other than the first Shotgun. Based on a Glock 18, it fires 9mm shots, so has far less power than the hollow point rounds of Mike' Gun. That said, it is quieter, so 'stealth' situations will benefit from it and has a large magazine capacity, so running out of ammo is less of an issue. Like all real-world guns, if it is out of ammo, Mike will use it to club close-in opponents.

In Shadow Man's hands, again it becomes a 'Shadow Gun' firing wraiths more like the basic Shadow Gun shots in the original 'SHADOW MAN'.

Real form (Mike)	Stylised Glock 18
	Fires 9mm rounds
	Limited magazine size - maximum of <TBD> shots
	Limited ammo for Mike - replenished with 9mm collectibles - each collectible being <TBD> rounds.
Shadow form (Shadow Man)	Snarling flesh and bone Shadow Gun
	Fires single 'basic' Shadow Wraiths
	Unlimited shots, but power-up delayed, power-up dissipates and shot is not fire if fire button is prematurely released - power up delay less than for Shotgun or Mike's Gun
	Finishing blow: Shadow-powered death that leaves behind a Life Force collectible - Mike's Gun cannot 'finish' Grigori.

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Pistol	✓	✓		✓	✓	✓	✓

Dedicated to those who helped make this possible

VERSE 7 "ATONEMENT WITH THE FATHER"

CUT SCENE: RESCUING DEACON

HERNE HOUSE, RECREANT VAULT

<TO BE DETAILED>

GAMEPLAY: RESCUING DEACON

<TO BE DETAILED>

Dedicated to those who helped make this possible.

CUT SCENE: THE RETURN TO GEHENNA

GEHENNA, THE ARK

<TO BE DETAILED> In which Deacon unlocks the Gauntlets from the Ark. Disable telephone conversations with Deacon holed up in the UK.

CUT SCENE: DEACON CONVERSATIONS

GEHENNA, THE ARK

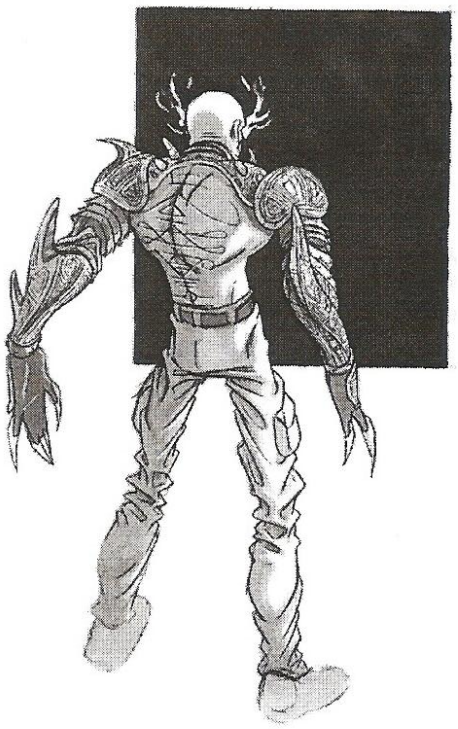
<TO BE DETAILED>

INVENTORY ITEM: GAUNTLETS

Location: the Ark, Gehenna (needs Deacon: 3)

<ILLUSTRATIONS REQUIRED - GAUNTLETS THEMSELVES AS THEY APPEAR IN THEIR 'DISPLAY CABINET' WHEN DEACON RELEASES THEM >

Mike



Shadow Man

Dedicated to those who

These are basically a pair of giant red and gold metal shoulder length Gauntlets, topped with a serious pair of talons that maximise the amount of hand-to-hand damage inflicted from punches (as well as the power to punch and smash objects such as Crates and Barrels). In the grander scheme of things they are the first pieces of the Armour of Blood and the object that enables Mike/Shadow Man to grasp the flaming hilt of the Nephilim Blade and draw it from its resting-place on Moytura Island.

preserve memories

Deacon releases the Gauntlets from the Ark in Gehenna when Mike/Shadow Man takes him there, an indication that Deacon is even more involved in the greater mystery.

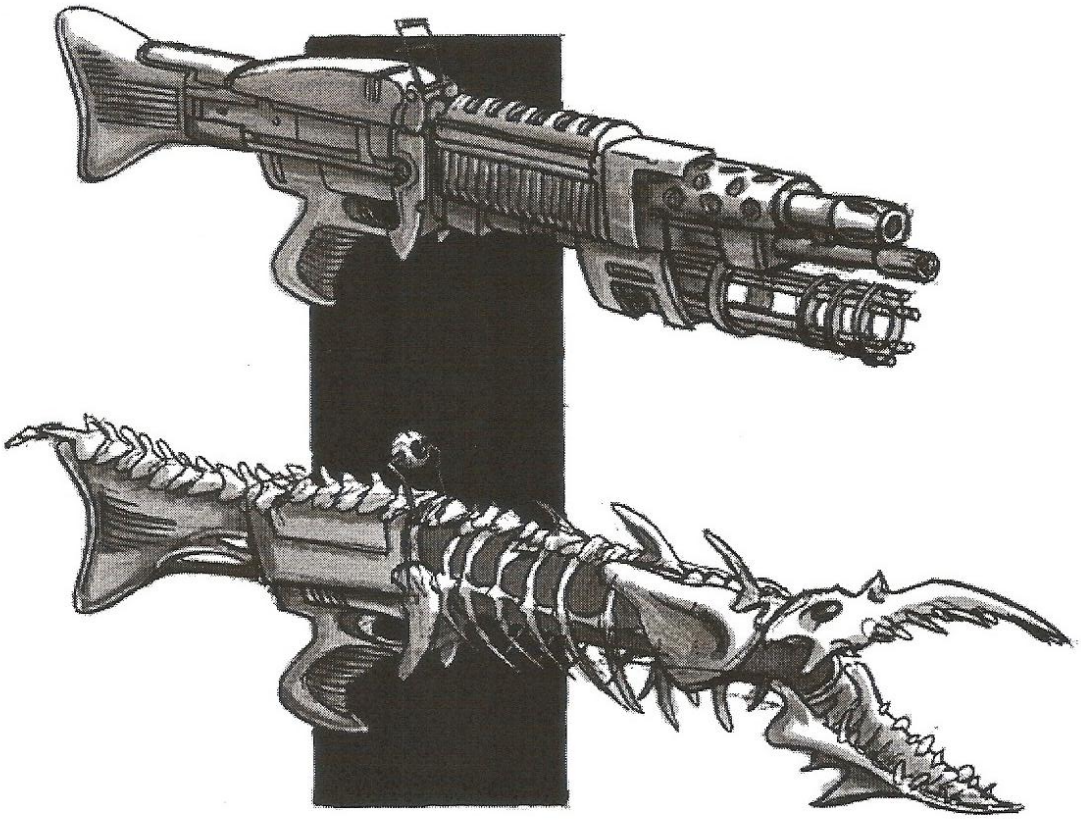
possible.

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Gauntlets (hand-to-hand)	✓	✓		✓	✓	✓	✓

INVENTORY ITEM: 0.9-GPMG

Location: Gehenna (Deacon 3)

<ILLUSTRATIONS REQUIRED - MIKE'S FIRING STANCE WITH 2-HANDED GUN>



Dedicated to those who never take this possible.

This is a massive, 2-handed machine gun given to Shadow Man by Deacon after Deacon has been safely transported to Gehenna. Firing 9mm rounds, this chain-gun uses up ammunition like it was going out of fashion, and, being 2-handed places a restriction on Mike/Shadow Man's ambidexterity, since no other item can be held while this is drawn. As such, it is best suited for boss battles, or situations where wading in, gun blazing is perhaps the only acceptable tactic. If out of ammo, it is, like all other real-world guns, it can be used as a club on close-in attackers.

In the hands of Shadow Man, this weapon can be powered up, and when fired it releases a volley/spread of Shadow Wraiths that scream off and attack multiple targets.

Real form (Mike)	Double-handed bigass machine gun
	Fires 9mm rounds in bursts at a very fast rate *indeed*…
	Limited magazine size - maximum of <TBD> shots
	Limited ammo for Mike - replenished with 9mm collectibles - each collectible being <TBD> rounds.
Shadow form (Shadow Man)	Snarling flesh and bone Shadow Gun
	Fires spreads/volleys of Shadow Wraiths
	Unlimited shots, but power-up delayed, power-up dissipates and shot is not fire if fire button is prematurely released - power up delay less than for Shotgun or Mike's Gun
	Finishing blow: Shadow-powered death that leaves behind a Life Force collectible - Mike's Gun cannot 'finish' Grigori.

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
0.9-GPMG	✓	✓		✓	✓	✓	✓

(Designer's Note: if a 2-handed weapon is impractical/too much work - replace this with a MAC-10 or similar, single-handed machine gun.)

Dedicated to those who helped make this possible.

GAMEPLAY: USING THE GAUNTLETS

<TO BE DETAILED>

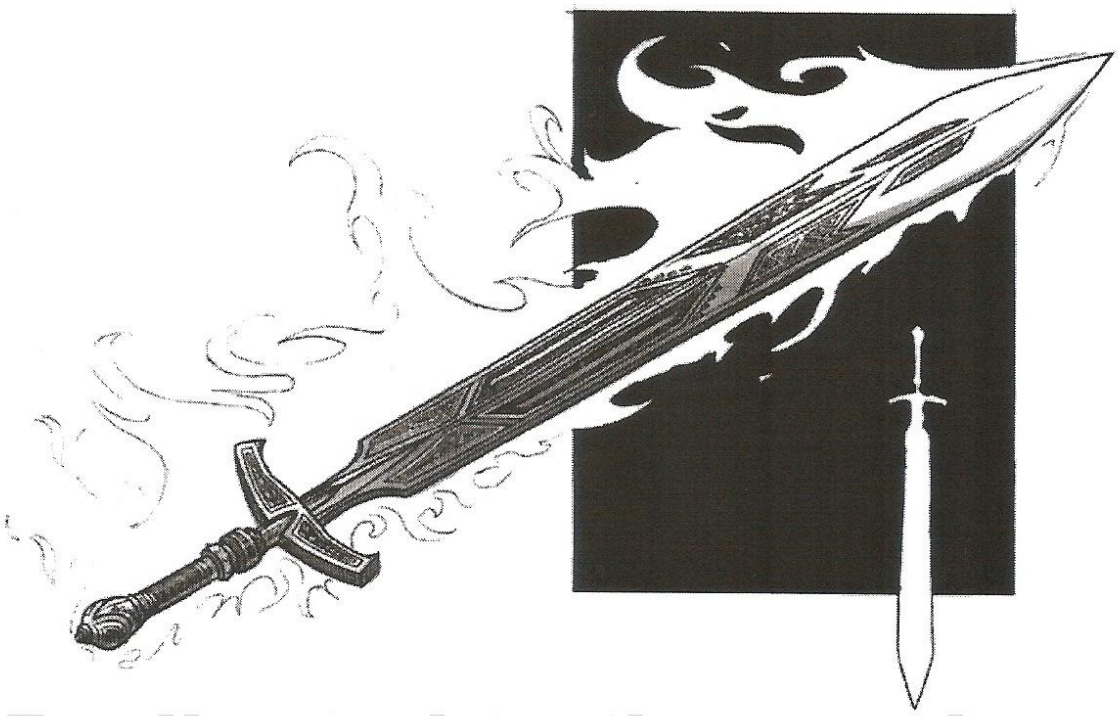
CUT SCENE: DRAWING THE NEPHILIM BLADE

DARK SEPULCHRE, MOYTURA

<TO BE DETAILED>

INVENTORY ITEM: THE NEPHILIM BLADE

Location: Moytura Island: County Clare, Ireland (needs Gauntlets)



Dedicated to those who

<ILLUSTRATIONS REQUIRED:

DRAWING THE NEPHILIM BLADE USING THE GAUNTLETS/PLUNGING THE BLADE INTO A PLINTH TO OPEN A DOORWAY

NOTE THERE ARE TWO TYPES OF BLADE PLINTH - THIS BASIC ONE - A 'SIMPLE' BLADE PLINTH, AND THE MORE COMPLEX PLINTH REQUIRING THE 'SWORDUP1' UPGRADE - BOTH WORTH DESIGNING AT THIS POINT - SEE SECTION ON ARMOUR OF BLOOD

>

This is a giant red and gold metal broadsword, its blade a larger version of the Nephilim Shards, constantly glowing with white Nephilim fire. This is a Grigori-killer - an ancient blade that is the only weapon in the game other than the Nephilim Shards that will finish a Grigori.

Located in the Moytura Island level, it requires the Gauntlets to draw it from its resting-place (as detailed in the legend within the Grimoire - Cuchulainn manages to take it, but it burns his hands in its fire).

As well as being a Grigori exterminator, it has a secondary purpose - it has the ability to open certain doors within the Grigori areas of the game. The most notable locations that are opened by the Blade are the entrance to the Isle of the Dead in Deadside (opening up Isle of the Dead #2) and the Cave of Wonders within the Fortress of Alymot (allowing access to the Armour of Blood). This use is illustrated within the Grimoire Infernale and involves plunging the Blade into a plinth not dissimilar to that from which it is drawn from in Moytura Island (so even those that don't spot the clue in the Grimoire should be able to get it).

The Blade itself is capable of being upgraded twice - the first upgrade - some spinning blades that are added in conjunction with the Armour of Blood, and the second being a Nephilim Shard launcher, which turns it into the definitive kickass weapon in the game. The first upgrade also enhances the Blade's ability to open doorways - more complex locks that the rotating blades slot into will then be able to be opened (this upgrade required at the end of the game to release Asmodeus before the final battle).

- Short range, lethal hand-to-hand slashing weapon
- Knocks human opponents back metres, exploding them when finishing them
- 'Silver bullets' against Grigori - the only weapon other than the Nephilim Shards capable of finishing them
- Upgradeable twice - first upgrade - spinning blades, second upgrade - Nephilim Shard launcher
- Acts also as a key to open certain doorways within the adventure - with the addition of spinning blades more complex locks can be opened
- Cannot be drawn from its resting place in Moytura without the Gauntlets

Dedicated to those who helped make this possible.

Real form (Mike)	1.5m long broadsword made of a reflective red metal shard glowing with white fire Finishing blow: Against non-Grigori - explodes them into frags Against Grigori (Morté) - explodes Grigori into frags
Shadow form (Shadow Man)	No Shadow form - identical for both Mike and Shadow Man

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Nephilim Blade	✓	✓	✓	✓	✓	✓	✓

Dedicated to those who helped make this possible.

GAMEPLAY: USING THE NEPHILIM BLADE

GAMEPLAY: BABA YAGA: FINAL CONFRONTATION

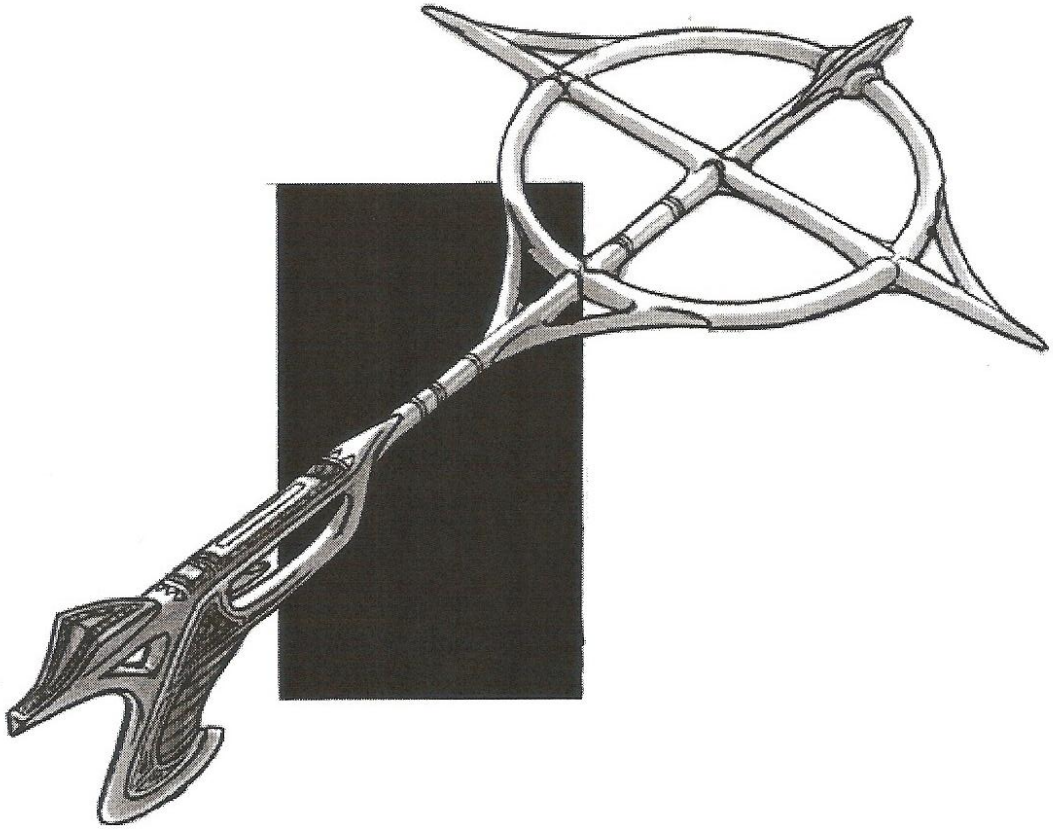
<TO BE DETAILED>

GAMEPLAY: FAR DUROCHA: FINAL CONFRONTATION

<TO BE DETAILED>

INVENTORY ITEM: THE MALIGNUM

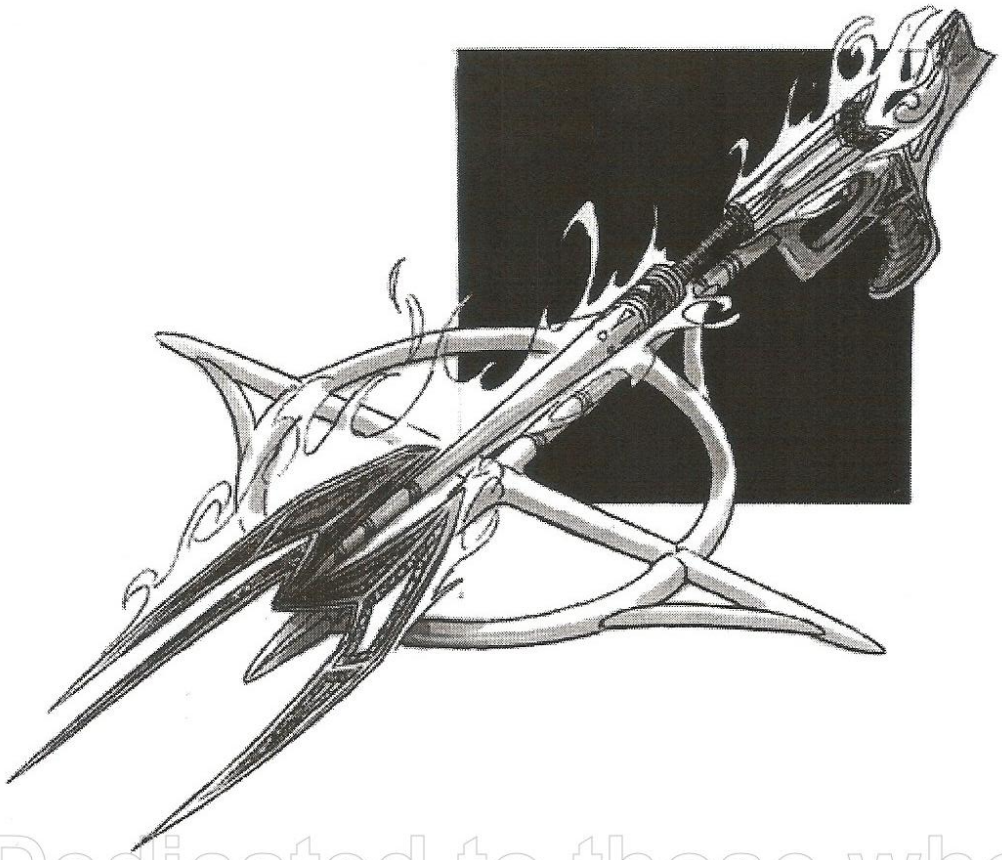
Location: Moytura Island: County Clare, Ireland (receive it by killing Far Durocha)



Dedicated to those who helped make this possible.

This is a crossbow launcher for the Nephilim Shards, obtained by killing Far Durocha with the Nephilim Blade. Constructed of the same red-gold metal that the Nephilim Blade, Armour of Blood and Shards are made of, it is the first Grigori-finishing distance weapon accessible in the adventure (the Shard launcher upgrade for the Nephilim Blade being the other such weapon).

Designed for stealth, it fires on a 'power-up' principle much like the Throwing Knives (or, the Tek-Bow in 'Turok II' for that matter). Holding down fire with an enemy targeted by the Malignum increases the speed that the Shard will be launched at it/how much damage the Shard will incur. Tapping fire or releasing fire without a target simply launches the Shard straight ahead.



Shards are as devastating in their effect when launched from the Malignum as when they are wielded hand-to-hand, if not more so. Against human opponents their impacts will knock them back, pinning them against walls (if incident angles, set-piece animation frames and geometry allows, that is). Regarding finishing blows, Shards *explode* - so we're talking human opponents agonisingly writhing, pinned up against a wall before the Shard does the business and completely gibs them (or not, if five minutes before T/O we decide to go back to 'wholesome' action). Against Grigori - the effect on finishing is much the same - a spectacular bursting preceded by agonising death throes…

One thing that limits the devastating power of the Malignum is the number of Shards that can be carried - no more than 13, which means that for both Mike and Shadow Man, tactical and judicious use are the order of the day. Especially since Shards when fired from the Malignum (and unlike the arrows in Turok) explode on impact with the landscape.

- Long range, high powered cross bow, fires Nephilim Shards - distance dependent upon fire button based power-up
- Knocks human opponents back metres, exploding them when finishing them, can pin them against walls (if animation and environmental conditions are all met correctly)
- 'Silver bullets' against Grigori - a good way of finishing them from a distance
- When empty, it can be swung to club close-in attackers.

Real form (Mike)	Red and gold metal crossbow firing Nephilim Shards
	Finishing blow:
	Against non-Grigori - explodes them into frags
	Against Grigori (Morté) - explodes Grigori into frags
Shadow form (Shadow Man)	No Shadow form - identical for both Mike and Shadow Man

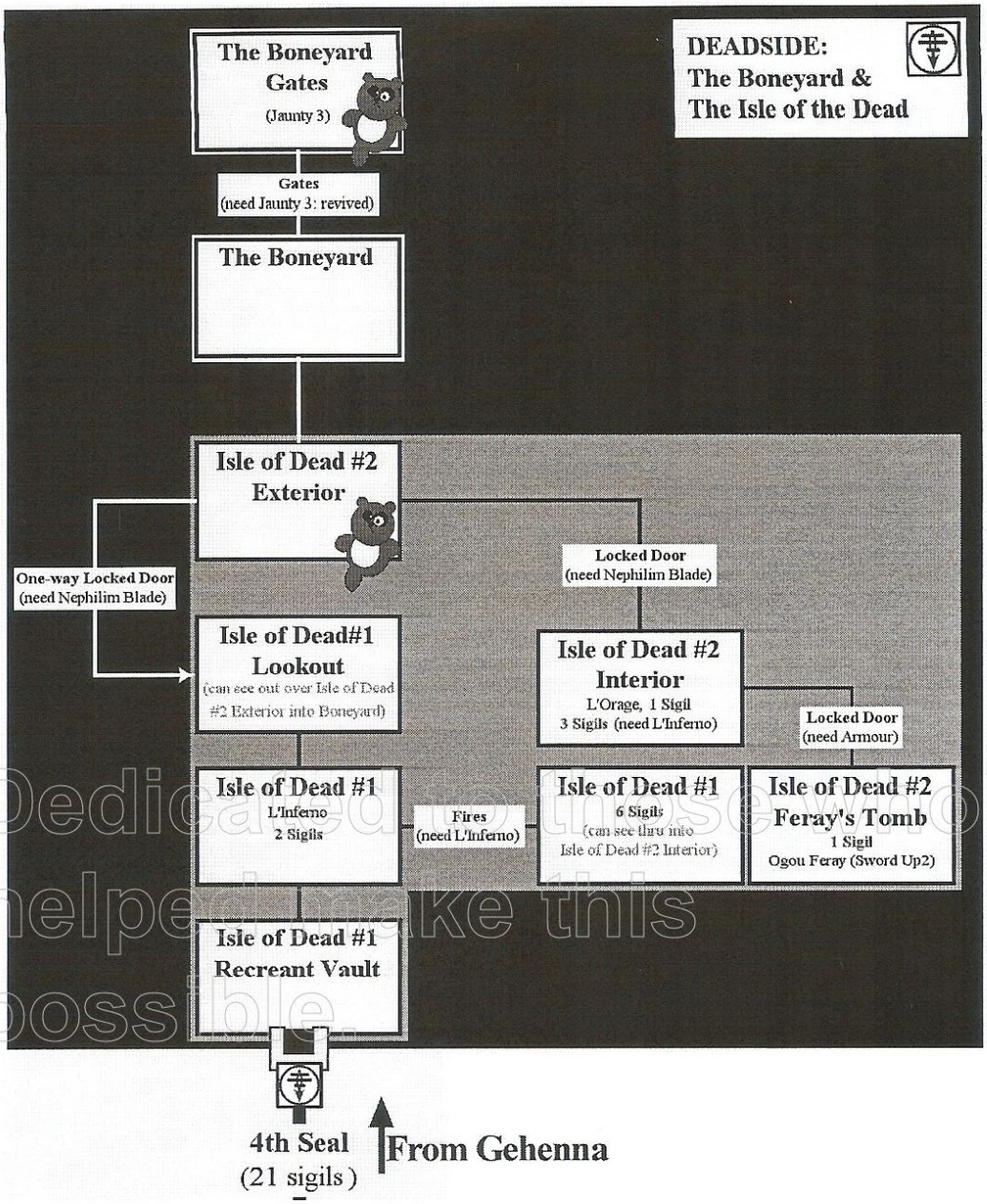
	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Malignum (Nephilim Shards)	✓	✓		✓	✓	✓	✓

GAMEPLAY: OPENING ISLE OF THE DEAD#2

<TO BE DETAILED>

Dedicated to those who helped make this possible.

LOCATION: DEADSIDE: ISLE OF THE DEAD #2

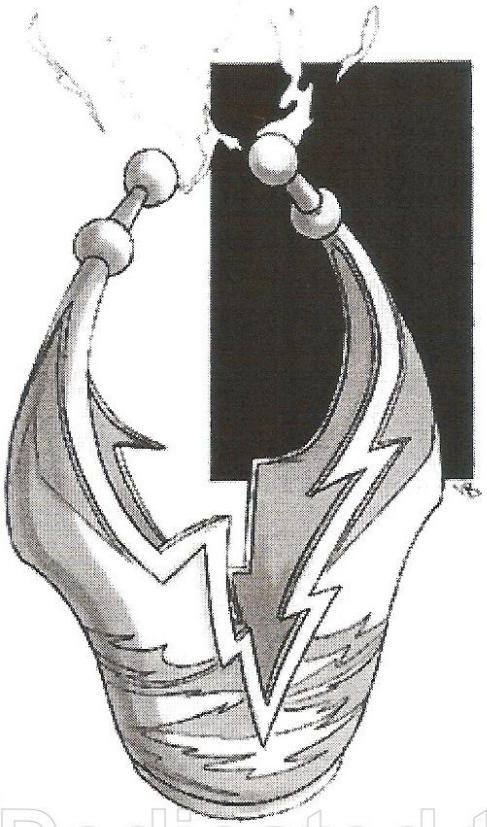


Dedicated to those who helped make this possible

<TO BE DETAILED>

INVENTORY ITEM: L'ORAGE

Location: Louisiana 4:Hounfort Church, Secret Crypt (two Cyan Offerings required)



Dedicated to those who helped make this possible.

<ILLUSTRATIONS - IMAGE OF SHADOW MAN RELEASING THE LIGHTNING WITHIN THE OBJECT AND IT 'EARTHING' THROUGH A CROWD OF THUGS AS THE RAIN BEGINS TO FALL>

This is the second of the two major Voodoo Spell Objects in the adventure (the other being L'Inférno).

It is of similar design to that of L'Inférno - a gourd or similar vessel, within which there arcs a lightning discharge. When carried openly, its blue/white light casts around Shadow Man, providing a crackling illumination in the darkest areas.

When used by Shadow Man, the lightning within the gourd explodes outwards and upwards scorching heavenwards. (Or, at least as far as you can stretch a poly into the clouds, using a set-piece camera if necessary!) As well as this vertical bolt of lightning, arcs radiate out and 'earth' themselves into any potential attackers in the vicinity. This causes an amount of damage to each attacker, but, more importantly, in *Liveside* areas it makes it *rain*.

We're talking downpour… Big, scary, particle-generated torrents lasting for a period of 12 hours game time. A torrential deluge that in exterior areas brings in a distance-cued fog that reduces how far characters (Mike/Shadow Man and his enemies) can see and which drowns out other sounds, giving player's a stealthy advantage.

The most important feature though of this rainstorm is that it allows the player to raise water levels within the environment at will. (This achieved by careful, clever map design and set-piece moving water volumes and not, repeat not, special map-wide water-table routines, although the Marketing guys could make a USP out of it and sell it that way!) This then allows Mike/Shadow Man to access areas that he couldn't previously get to - essential, since many Sigils will be initially concealed this way.

It should be noted that in the frozen Russian level the rainstorm will fall as a torrent of ice and hail, and so raising and lowering water levels in this level will not occur. Instead the distance-cued fog will really draw in, hampering progress as the ice-storm threatens to white out the exterior.

Casting this spell is costly in terms of Voodoo - the player really has to consciously build up Voodoo magic to cast it. Also, if this spell cast in a Liveside level it will stay active within that level for 12 hours' game time. It is therefore technically possible to blanket the globe (or at least the six bits of it we see in

Dedicated to those who helped make this possible

'Shadow Man: 2econd Coming') with storms by casting the spell and going to another area and casting it again. Day/Night transitions continue as normal during the duration of the storms.

Real form (Mike)	An empty gourd or similar vessel, no effect for Mike
Shadow form (Shadow Man)	A voodoo vessel within which is a crackling electrical arc.
	At great cost in Voodoo magic, a lightning bolt arcs heavenwards and causes a deluge to occur in Liveside levels. When the spell is cast, other lightning bolts arc and cause hits on nearby enemies.
	In Deadside or Gehenna, only the lightning attack takes effect - it does not rain in those areas.
	In Russia it causes a whirling blizzard/ice storm that has a tendency to hamper gameplay more than help it.

Note that since only Shadow Man may cast L'Orage, casting the spell becomes a tactical issue, if the player needs our hero to be Mike *during* the 12-hour duration of the rainstorm…

Dedicated to those who helped make this possible.

GAMEPLAY: USING L'ORAGE

<TO BE DETAILED>

CUT SCENE: OPENING THE SIXTH SEAL

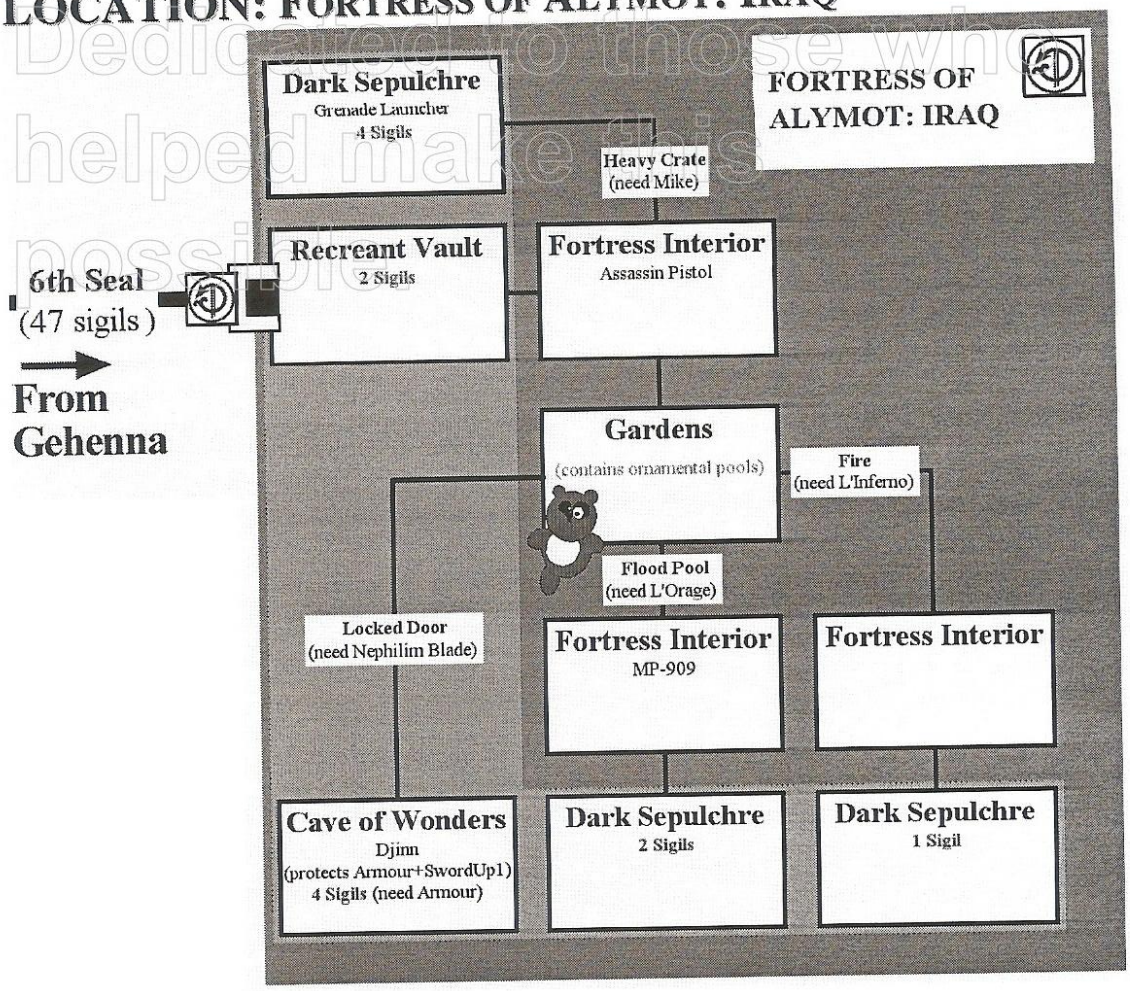
ANYWHERE...(GAME TOO 'OPEN' TO SPECIFY)

This is triggered when Shadow Man acquires enough Sigils to open the Sixth Seal of the Codex.

<TO BE DETAILED>

LOCATION: FORTRESS OF ALYMOT: IRAQ

Dedicated to those who helped make this possible



<TO BE DETAILED>

TEDDY BEAR MEMORY: FORTRESS OF ALYMOT

When Mike/Shadow Man enters the Gardens portion of the level for the first time a Teddy Bear Memory is added to the Teddy Bear Screen:

"Fortress of Alymot: Iraq".

INVENTORY ITEM: ASSASSIN PISTOL

Location: Fortress of Alymot: Iraq

<ILLUSTRATION REQUIRED>

Real Form

Shadow Form

Dedicated to those who helped make this possible

<ILLUSTRATIONS REQUIRED - REAL FORM, SHADOW FORM, STORYBOARD: MIKE SIGHTING WITH GUN 3RD PERSON, ZOOM IN WITH CAMERA AND VIEW THROUGH SCOPE>

This is a sniper pistol, one of the many real-world guns specially placed for the artillery-obsessed within the Fortress of Alymot. Based on the Magnum Lone Eagle it is a single-shot high-accuracy hunting pistol with a built-in telescopic sight.

Firing the Assassin Pistol uses a slight variant on the regular weapon control - pressing 'snipe/look around' while this weapon is held the camera zooms in from the third-person behind-Mike/Shadow Man view and into the view through the sight of the Pistol. From this 'in sight' view, the sight may be moved around to target enemies, and in conjunction with addition controls, the view may be zoomed in and out. Pressing fire, fires a single shot, pressing 'snipe/look around' zooms back out of the in-sight view. (The zoom transition is important so as to maintain the sense of suspension of disbelief. In showing the transitions the player's perception is that the camera has been re-sited to view down the physical telescopic sight on the gun that Mike is holding - they have not entered '1st person mode' and *become* Mike.)

In the hands of the Shadow Man, the weapon features a long power-up delay, but fires a very accurate, long range streak of a Shadow Wraith at a target. <COULD DO WITH A REAL COOL SHADOW GUN ALTERNATIVE TO THE SIGHT - DO SOMETHING WITH AN EYE PERHAPS IN THE MEAT-SCOPE...IT ELUDES ME RIGHT AT THIS MOMENT THOUGH...>

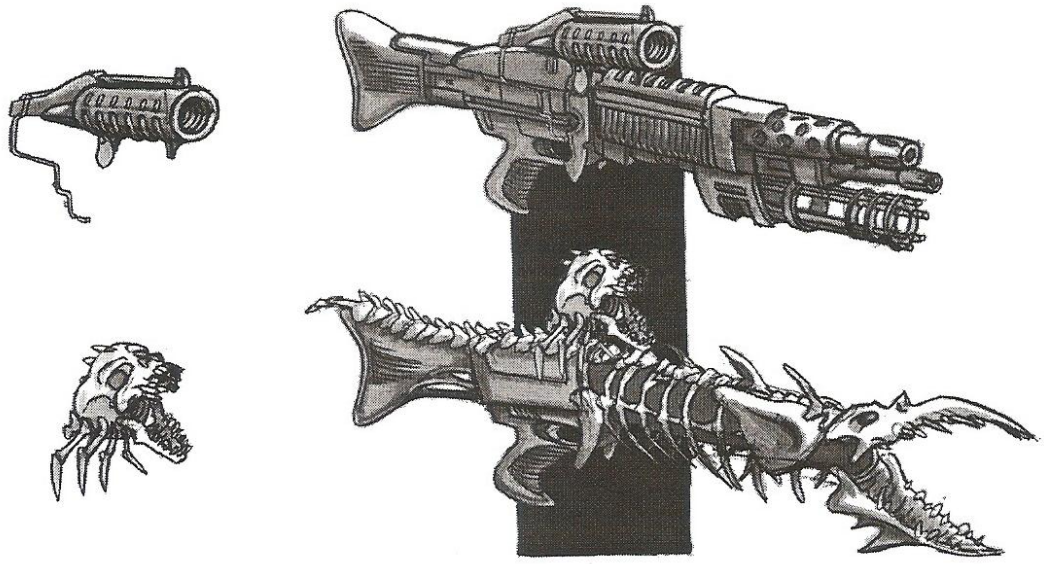
Real form (Mike)	Highly accurate long-range sniper pistol
	Fires 9mm rounds in 'single shots' (long reload delay)
	In conjunction with 'snipe/look around' control can be sighted accurately on distant targets.
	Limited magazine size - maximum of <TBD> shots
	Limited ammo for Mike - replenished with 9mm collectibles - each collectible being <TBD> rounds.
Shadow form (Shadow Man)	Snarling flesh and bone Shadow Gun
	Fires lance-like long-range Shadow Wraiths
	<NEED SOMETHING COOL TO DO WITH ITS SHADOW FORM ~ MEAT-SCOPE>
	Finishing blow: Shadow-powered death that leaves behind a Life Force collectible - Assassin Pistol cannot 'finish' Grigori.

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Assassin Pistol	✓	✓		✓	✓	✓	✓

INVENTORY ITEM: GRENADE LAUNCHER

Location: Fortress of Alymot: Iraq

<ILLUSTRATIONS REQUIRED - REAL FORM, SHADOW FORM, POSSIBLE EXAMPLES OF USE - MIKE AND SHADOW MAN>



Dedicated to those who helped make this possible

Included by popular demand by those requiring even more insane amounts of firepower, this is a *dual-handed* grenade launcher - a bigass gun that fires single shots of timed explosive grenade rounds whose range is determined by the length of time the fire button is held down. (Note the barrel noise is louder the longer the distance the projectile is fired.)

Aimed forwards, it will autotarget items within minimum range, and grenades will bounce off walls and around corners if so fired. More accurate aiming can be achieved by entering snipe/look-around mode and firing accordingly.

In its Shadow form, instead of firing an arcing projectile, the Grenade Launcher will fire a spread of 'homing' Shadow wraiths that go forwards out of the barrel for a distance, before peeling off and attacking individual targets.

This means that tactically the Grenade Launcher has to be used differently between Mike and Shadow Man. Mike may throw Grenades into rooms by careful tactical aiming, but Shadow Man has to step momentarily into the line of fire to get the most out of this weapon - something again that offsets the 'unlimited' Shadow wraith ammo that Shadow Man has access to.

Real form (Mike)	Dual handed Grenade Launcher
	Fires Grenade rounds in 'single shots' (long reload delay), very loud and very 'un-stealthy'
	In conjunction with 'snipe/look around' control can be sighted accurately to lob Grenades, otherwise targets on characters within minimum range or fires straight ahead.
	Limited magazine size - maximum of <TBD> shots
	Limited ammo for Mike - replenished with Grenade collectibles - each collectible being <TBD> rounds.
Shadow form (Shadow Man)	Snarling flesh and bone Shadow Gun
	Fires a spread of homing Shadow-wraiths
	Finishing blow: Shadow-powered death that leaves behind a Life Force collectible - Grenade Launcher cannot 'finish' Grigori.

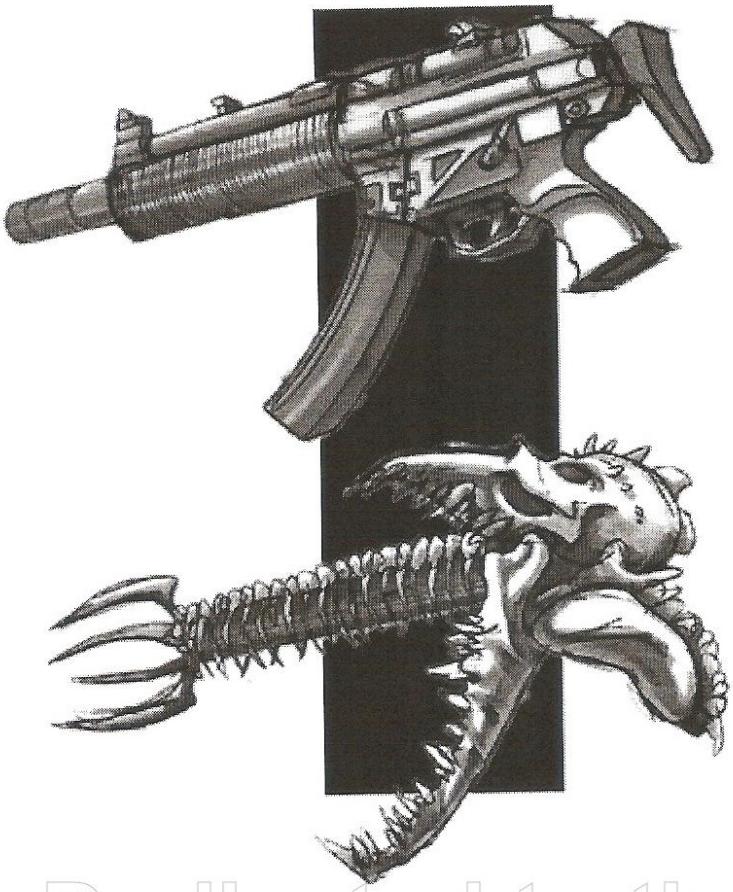
When you absolutely, positively need to kill every last muthafrikker in the whole frikkin' room…

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Grenade Launcher	✓	✓	✓	✓	✓	✓	✓

Dedicated to those who helped make this possible.

INVENTORY ITEM: MP-909S

Location: Fortress of Alymot: Iraq



Dedicated to those who helped make this possible.

This is a reprise of the MP-909 machine gun from the original 'SHADOW MAN' (itself based on, a Heckler-and-Koch MP-5), but with the addition of a silencer to its barrel. For Mike this means a fast firing silenced machine-gun firing 9mm ammunition that should prove useful in the stealthier areas of the game.

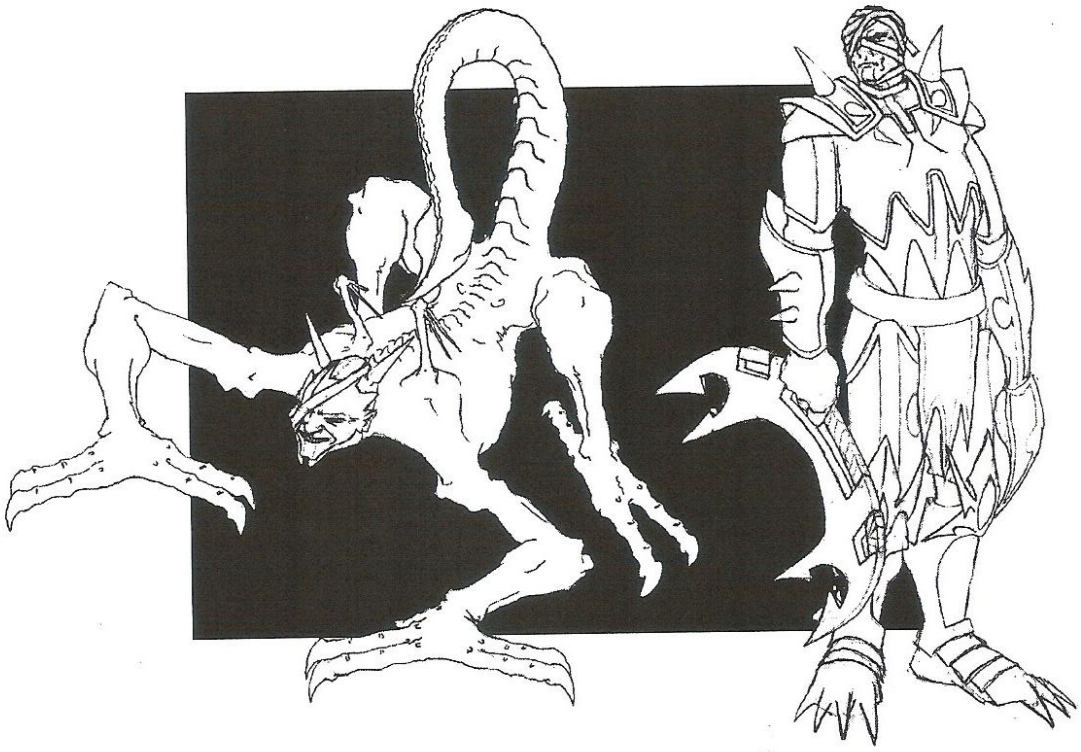
In the hands of the Shadow Man, the Shadow Gun form of *the MP-909S fires small Shadow Wraiths that do not need powering up to fire them.* (Akin to the unpowered-up Shadow Gun shots in 'SHADOW MAN') A useful tool therefore in either character's hands.

Real form (Mike)	Silenced MP-909 Machine Gun
	Fires bursts of 9mm rounds, virtually silently
	Limited magazine size - maximum of <TBD> shots
	Limited ammo for Mike - replenished with 9mm collectibles - each collectible being <TBD> rounds.
Shadow form (Shadow Man)	Snarling flesh and bone Shadow Gun
	Fires mini-Shadow Wraiths that do not need powering up
	Finishing blow: Shadow-powered death that leaves behind a Life Force collectible - MP-909S cannot 'finish' Grigori.

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
MP-909S	✓	✓		✓	✓	✓	✓

CHARACTER: DJINN

Dedicated to those who helped make this possible.



Dedicated to those who helped make this possible.

<TO BE DETAILED>

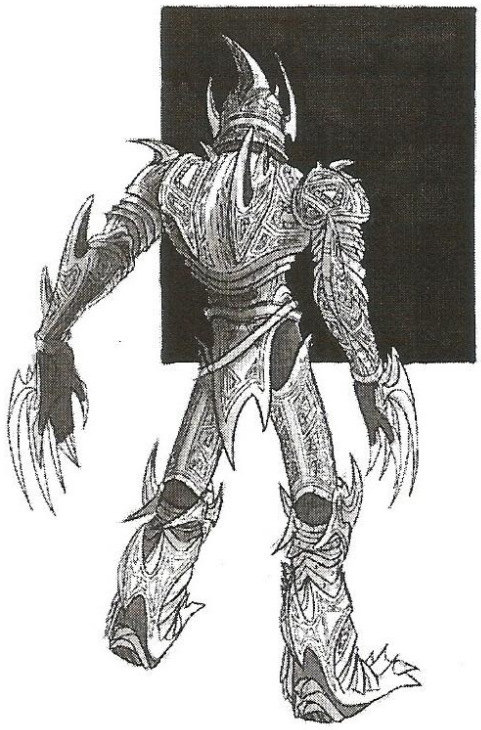
INVENTORY ITEM: ARMOUR OF BLOOD / SWORDUP1

Location: Cave of Wonders, Fortress of Alymot: Iraq

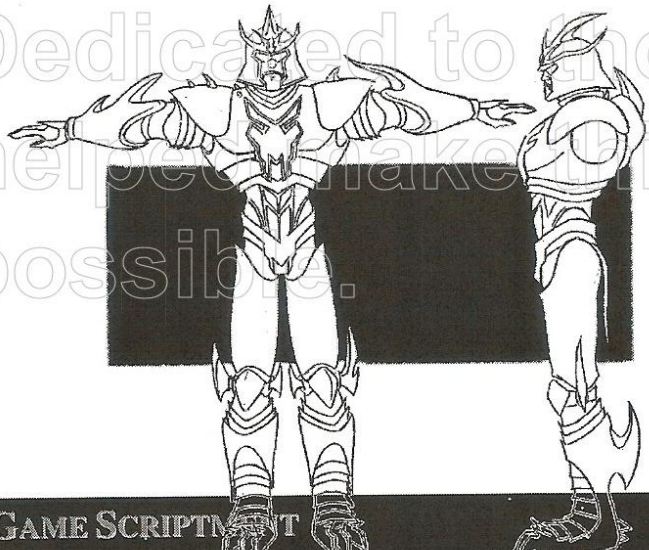
<ILLUSTRATIONS REQUIRED: SUIT OF ARMOUR IN SITU IN CAVE OF WONDERS WITH SWORDUP ON PLINTH IN FRONT OF IT, NEPHILIM BLADE WITH SWORDUP1 UPGRADE ADDED - BASE THIS ON THE PIC OF THE BASIC NEPHILIM BLADE PIC, SO WE CAN REUSE THAT ILLUSTRATION ALONGSIDE FOR COMPARISON, NEPHILIM BLADE WITH SWORDUP1 UPGRADE UNLOCKING MORE COMPLEX PLINTH>

THE ARMOUR OF BLOOD

Mike



Shadow Man



This is the legendary 'Demon Armour of Blood' as mentioned in the Grimoire Infernale, the Nephilim armour of which the Gauntlets are just a part. Hidden within the Cave of Wonders deep within the Fortress of Alymot, the suit of armour stands statue-like in front of a plinth upon which sits the 'SwordUp1' upgrade - the first upgrade for the Nephilim Blade.

To collect the Armour, Mike/Shadow Man must stand between it and the plinth, and USE the Nephilim Blade. This will trigger the cut-scene in which Mike/Shadow Man receives the

Dedicated to those who helped make this possible.

Armour by plunging the Blade into the plinth, the Armour itself binding to Mike/Shadow Man's body and in a series of cutaways. (Basically, we use all manner of cinematic jiggery-pokery to make it look like the Armour has 'gone onto' Mike/Shadow Man without actually having to physically build insane numbers of animating models for less than 15 seconds of cut-scene!) At the end of the scene, our hero is completely tooled up - a Nephilim warrior with a Blade of fire, ready to kick some seriously demonic Grigori butt.

The Armour boosts Mike/Shadow Man's Armour Rating level significantly, so for the final portion of the game, our hero can wade through masses of bad guys, if necessary soaking up the hits and mixing it with characters that normally he would have had to give a wide berth. Also, the Armour boosts the strength of our hero's hand-to-hand combat so kicks and punches become even more augmented than they were with just the Gauntlets.

Real form (Mike)	Red and gold metal arcane armour that almost fully encases Mike's body - requires Nephilim Blade (and therefore the Gauntlets) to obtain it
	Increases hit strength of hand-to-hand fighting
	Increases Armour Strength to resist blows
Shadow form (Shadow Man)	No Shadow form per se - the armour looks the same on both Mike and Shadow Man (except on Shadow Man, it's a little looser fitting!)
	Increases hit strength of hand-to-hand fighting
	Armour Strength of Shadow Man is increased to the same level as that of Mike in the armour (originally Shadow Man's Armour Strength is less than that of Mike)

SwordUp1

Dedicated to those who helped make this

The Blade's first upgrade ('SwordUp1', until we find a better suited name, although it won't feature in the Inventory, so it is irrelevant) is a set of rotating metal blades that attach to the Blade's pommel and spin around the main Blade. The Nephilim Blade now cuts, slices and dices, causing even more hits it did before.

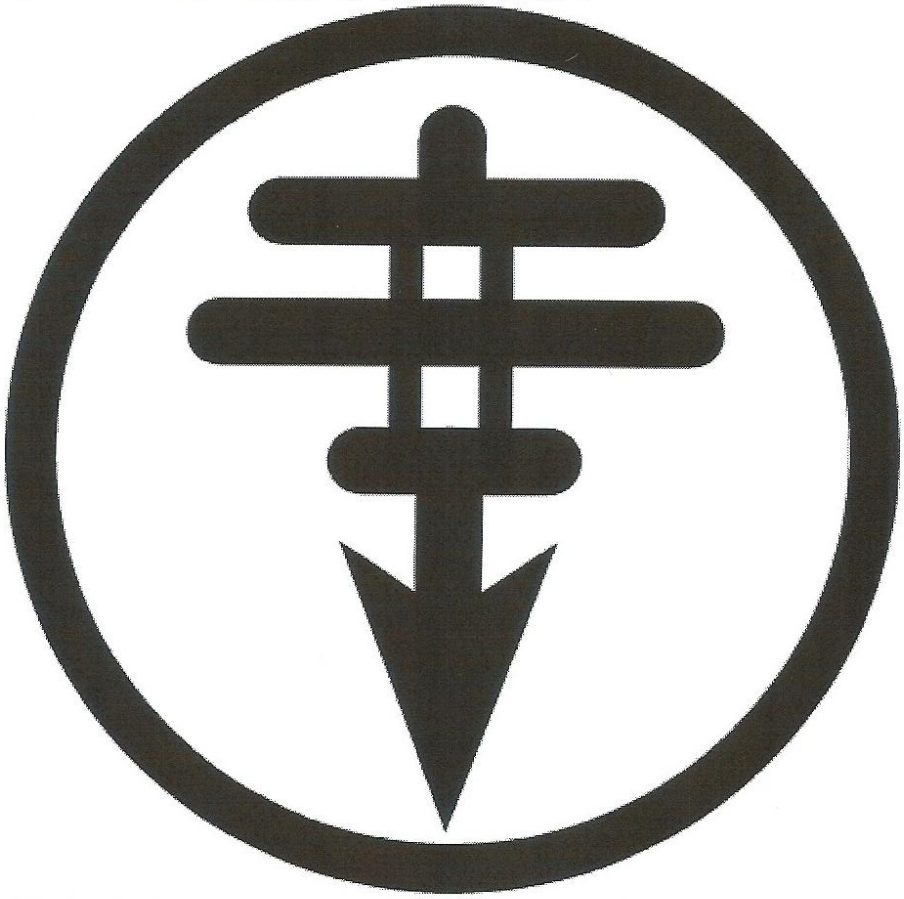
The Blade upgrade also acts as a key that will unlock previously inaccessible areas. This is achieved by plunging the upgraded blade it into more complex versions of the 'blade plinths' that the Nephilim Blade initially unlocks. The designs of the basic and complex plinths are similar - both have a central unifying feature/mechanism into which the Blade must be plunged. The more complex plinths have an outer ring mechanism into which the rotating outer blades of the upgrade interlock. As the blade is plunged into the centre, the outer blades rotate and unlock the entire mechanism.

(Examples of the simple and complex blade plinths used in the adventure: plunging the basic Nephilim Blade into a simple blade plinth accesses The Isle of the Dead #2 area. Asmodeus is finally released by unlocking a complex blade plinth within The Pit in Gehenna.)

Real form (Mike)	Red and gold metal Nephilim Blades that upgrade the Nephilim Blade itself and spin around its centre (this upgrade is acquired as a part of the Armour of Blood)
	Increases hit strength of Nephilim Blade
	Used as a key to unlock complex Blade Plinths allowing access to previously inaccessible areas
	Finishing blow:
	Against non-Grigori - explodes them into frags
	Against Grigori (Morté) - explodes Grigori into frags
Shadow form (Shadow Man)	No Shadow form - identical for both Mike and Shadow Man

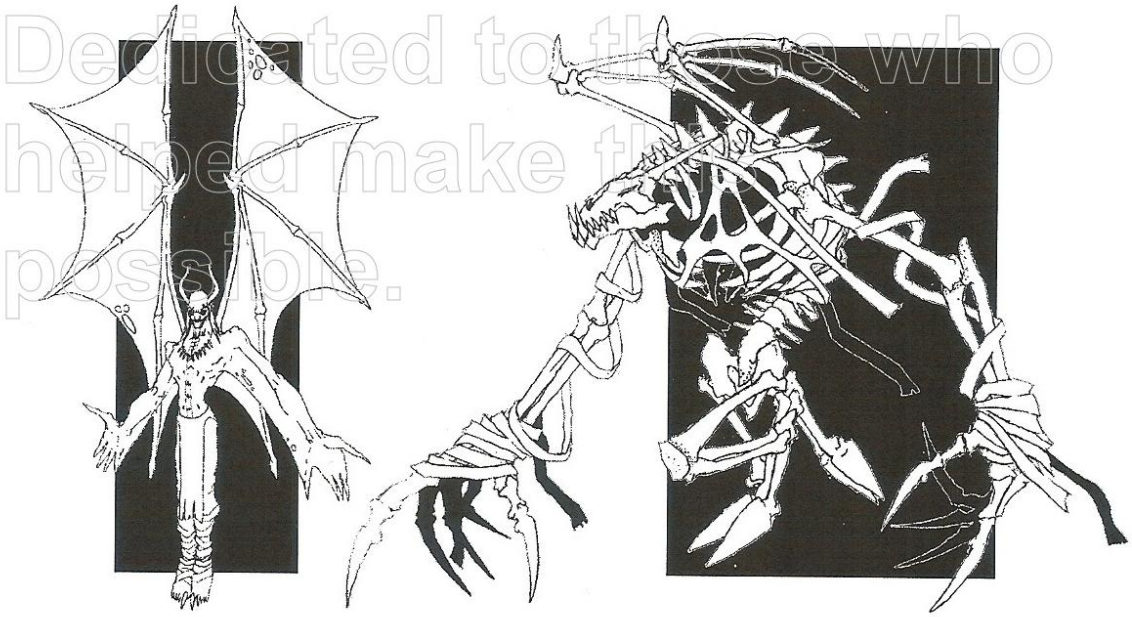
	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
SwordUp1	✓	✓	✓	✓	✓	✓	✓

CHARACTER: OGOU FERAY



<TO BE DETAILED>

Dedicated to those who helped make this possible.

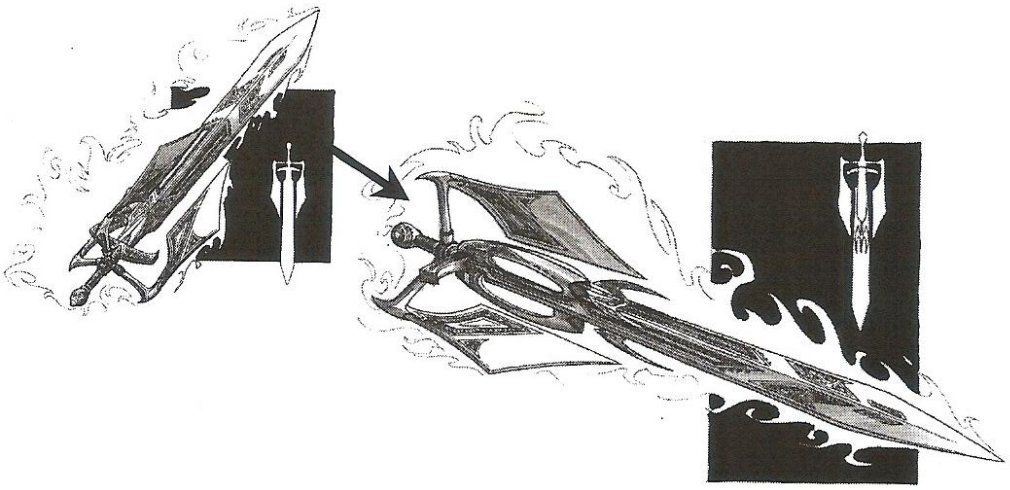


<TO BE DETAILED>

Dedicated to those who helped make this possible.

INVENTORY ITEM: SWORDUP2

Location: Deadside 4:Isle of the Dead #2 (must kill Ogou Feray to get this)



Dedicated to those who helped make this possible.

<ILLUSTRATIONS REQUIRED : SWORD UP 2 UPGRADE ON COMPLEX BLADE PLINTH>

This is the final upgrade to the Nephilim Blade - a pair of Nephilim Shard launchers that sit alongside the blade itself, and when mounted to the Nephilim Blade turn it into the most fearsome weapon in the game. With this final upgrade the Blade not only slices, dices, chops and finishes Grigori, but also is capable of discharging relentless bursts of explosive Nephilim Shards into anything that dare step into the line of fire.

To obtain the final upgrade, Mike/Shadow Man must defeat Ogou Feray - the Deadside Grigori (next to Asmodeus, the most challenging of the Grigori next to Asmodeus) and then plunge the upgraded Nephilim Blade into a complex Blade Plinth into which is mounted this final upgrade.

Real form (Mike)	Twin Red and gold metal Nephilim Shard launchers that sit alongside the Nephilim Blade, inside the first Blade upgrade's (requires upgraded Nephilim Blade to obtain this final upgrade)
	Gives the Nephilim Blade the ability to fire chain-gun-like bursts of Nephilim Blades - much noisier than the Malignum, but by this point, who frikkin' cares about stealth?
	Huge magazine size - maximum of <TBD> shots
	Limited ammo for Mike and Shadow Man - replenished with Nephilim Blade collectibles - each collectible being <TBD> rounds.
	Finishing blow:
	Against non-Grigori - explodes them into frags
	Against Grigori (Morté) - explodes Grigori into frags
Shadow form (Shadow Man)	No Shadow form - identical for both Mike and Shadow Man

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
SwordUp2 (Nephilim Shards)	✓	✓		✓	✓	✓	✓

VERSE 9 "THE ULTIMATE BOON"

Dedicated to those who helped make this possible

CUT SCENE: OPENING THE SEVENTH SEAL

ANYWHERE...(GAME TOO 'OPEN' TO SPECIFY)

This is triggered when Shadow Man acquires enough Sigils to open the seventh, and final Seal of the Codex.

<TO BE DETAILED>

CUT SCENE: OPENING THE PIT ~ THE REVELATION

GEHENNA, GRIGORIAN VAULT

<TO BE DETAILED>

GAMEPLAY: CONFRONTATION WITH ASMODEUS

<TO BE DETAILED>

CUT SCENE: DAMNATION (FAILURE)

GEHENNA, GRIGORIAN VAULT

<TO BE DETAILED>

CUT SCENE: SALVATION (SUCCESS)

GEHENNA, GRIGORIAN VAULT

<TO BE DETAILED>

Dedicated to those who helped make this possible.

WEAPONS VS. GAME WORLD

The table below summarises which weapons/inventory items act on which game world items.

	Glass	Padlocks	Vegetation	Wooden Barricades	Barrels	Crates	Ceramic Pots
Wrecking Bar	✓	✓					✓
Machete			✓				✓
Throwing Knives							✓
Fire Ax	✓			✓		✓	✓
Nephilim Shard	✓	✓		✓	✓	✓	✓
Shotgun	✓	✓		✓	✓	✓	✓
L'Inférno			✓	✓	✓	✓	✓
Mike's Gun	✓	✓		✓	✓	✓	✓
Pistol	✓	✓		✓	✓	✓	✓
Gauntlets (hand-to-hand)	✓	✓		✓	✓	✓	✓
0.9-GPMG	✓	✓		✓	✓	✓	✓
Nephilim Blade	✓	✓	✓	✓	✓	✓	✓
Malignum (Nephilim Shards)	✓	✓		✓	✓	✓	✓
Assassin Pistol	✓	✓		✓	✓	✓	✓
Grenade Launcher	✓	✓	✓	✓	✓	✓	✓
MP-909S	✓	✓		✓	✓	✓	✓
SwordUp1	✓	✓	✓	✓	✓	✓	✓
SwordUp2 (Nephilim Shards)	✓	✓		✓	✓	✓	✓

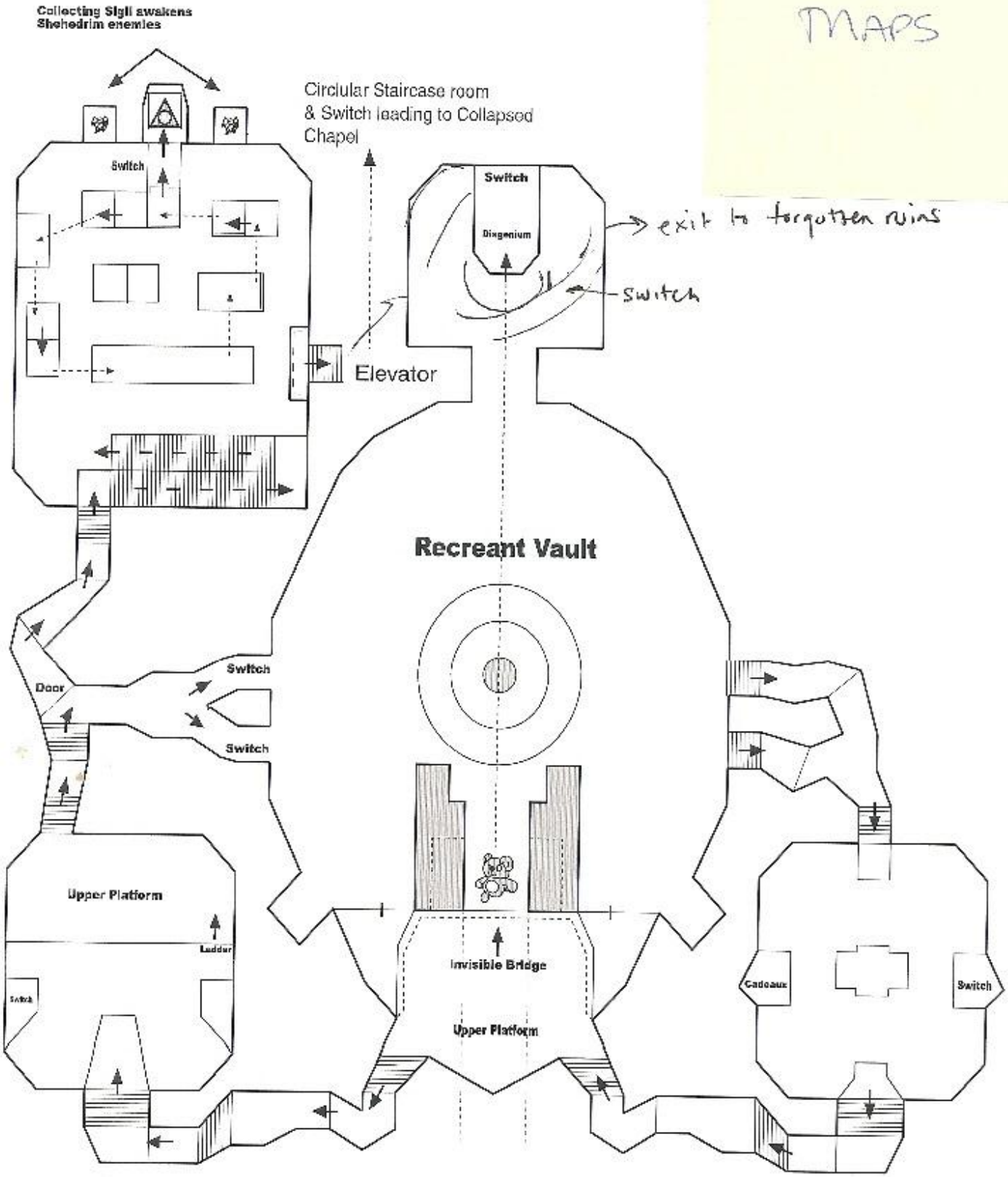
COLLECTIBLES

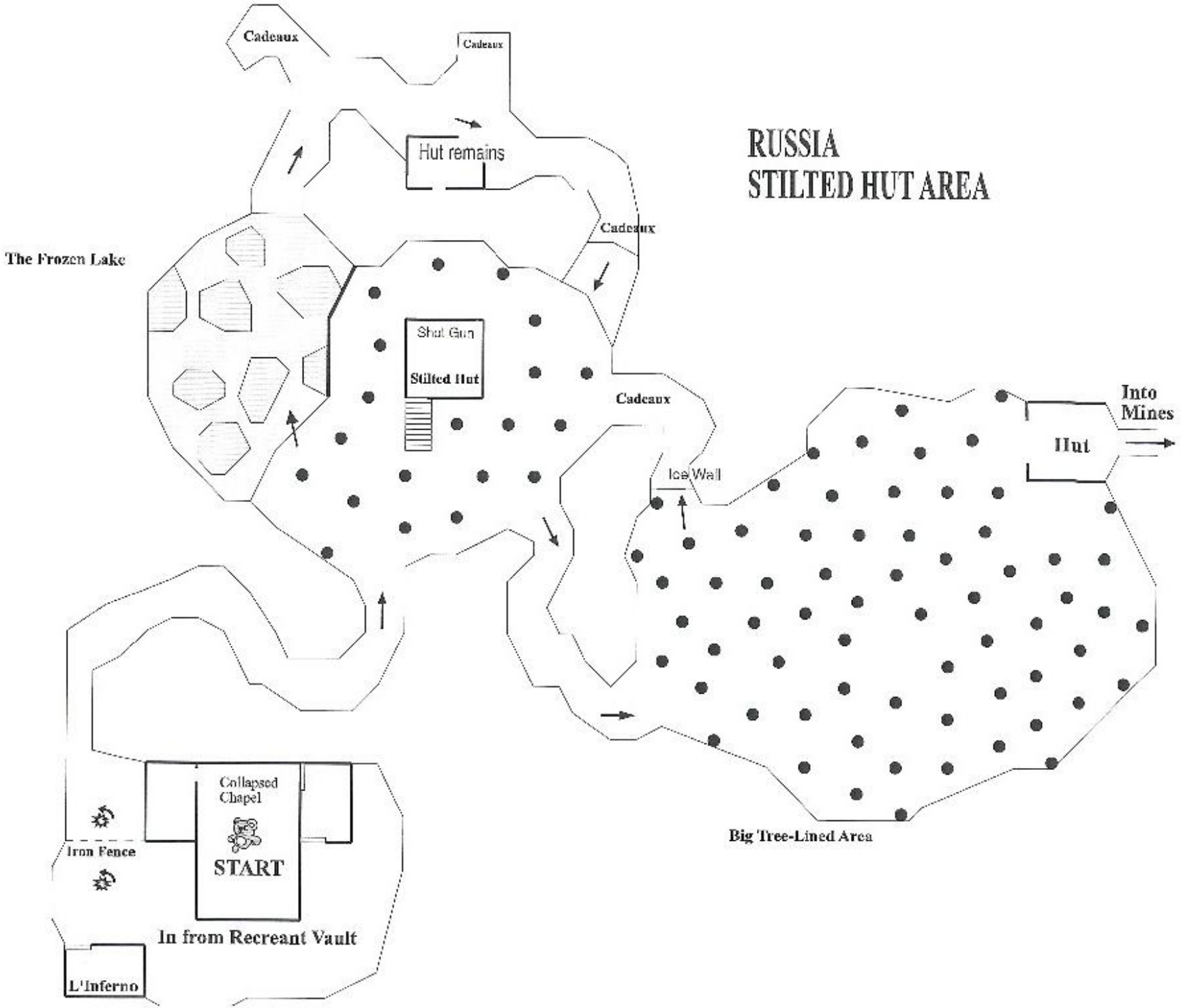
Throwing knives	- 10 only in entire game - pretty much stay where you chuck 'em
9mm	- pistol, assassin pistol, MP-909, 0.9 GPMG(?)
Shotgun shells	- Shotgun
Hollow points	- Mike's gun
Grenades	- Grenade launcher
Lifeforce	- taken from enemies/health packs for Mike
Voodoo	- anything voodoo - weapons, hexes, spells (incl. L'Orage, L'Inférno)
Cadeaux	- maximum lifeforce up by 10% for every 100
Nephilim Shards	- Malignum (crossbow) and Sword Up 2
Sigils	- go into Codex, open Seals, wa-hey!

Dedicated to those who helped make this possible.

NEED MINE TO RAILWAY BRIDGE MAPS

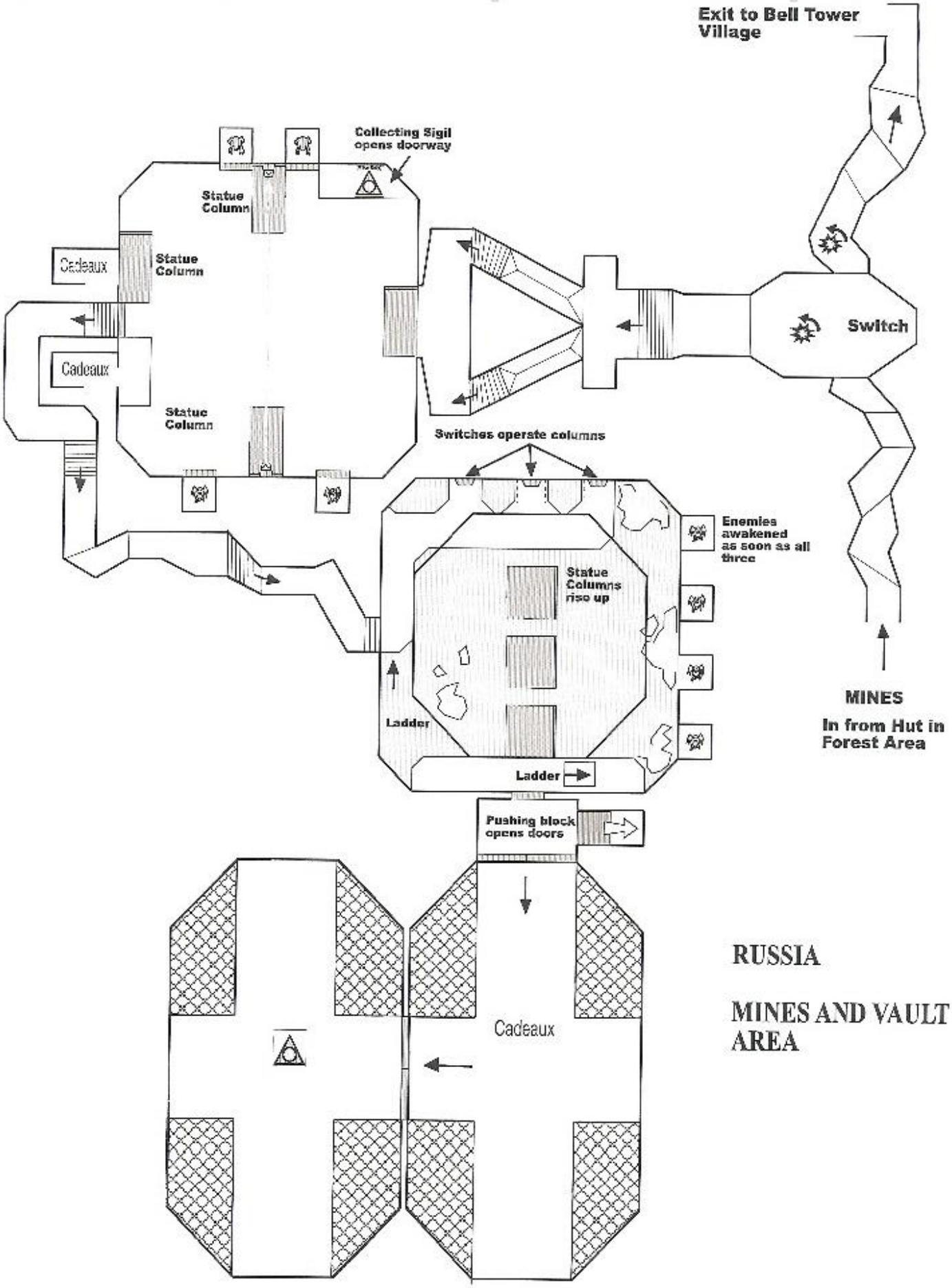
RUSSIA
RECREANT VAULT





Dedicated to those who helped make this possible.

Dedicated to those who helped make this possible.

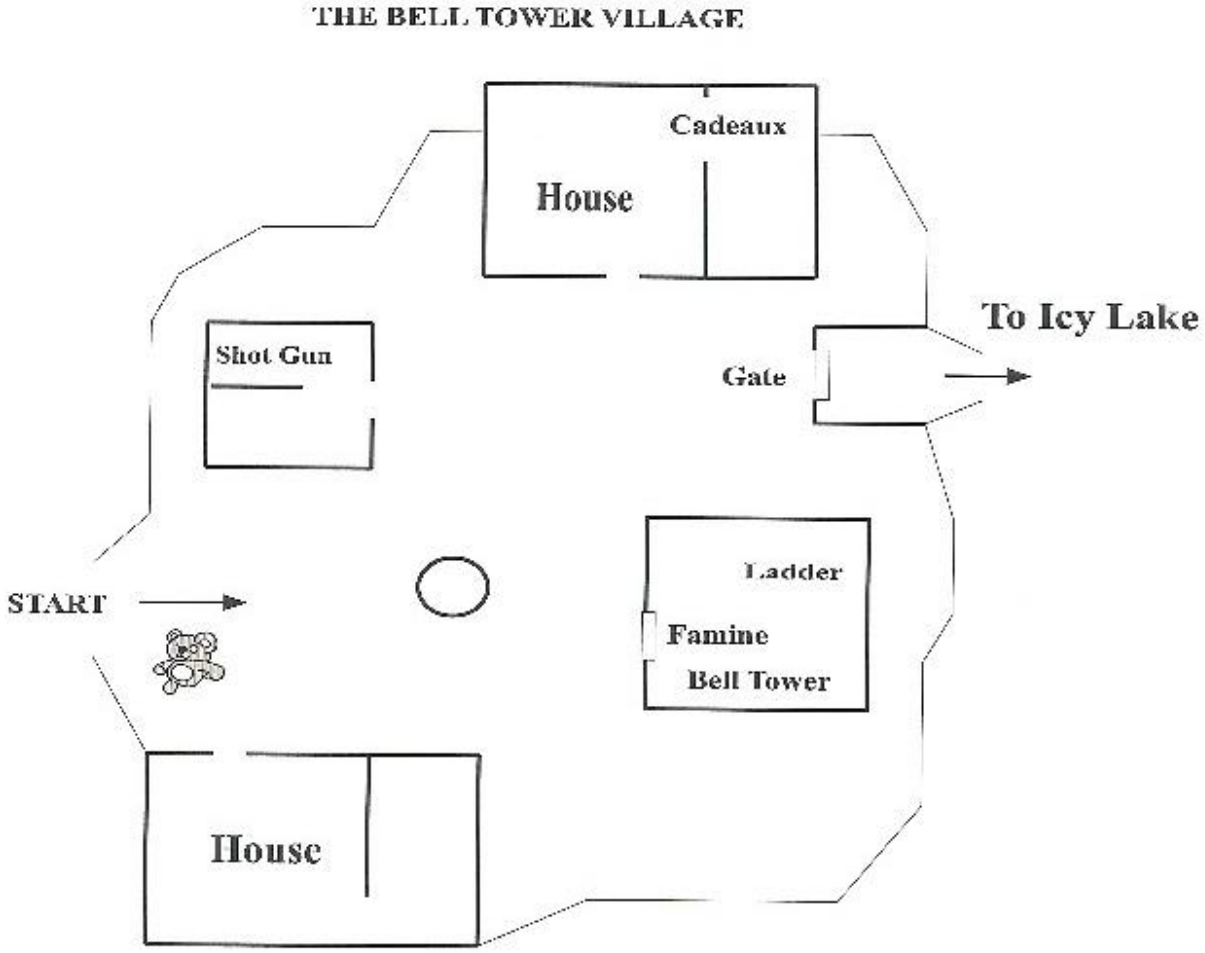


RUSSIA

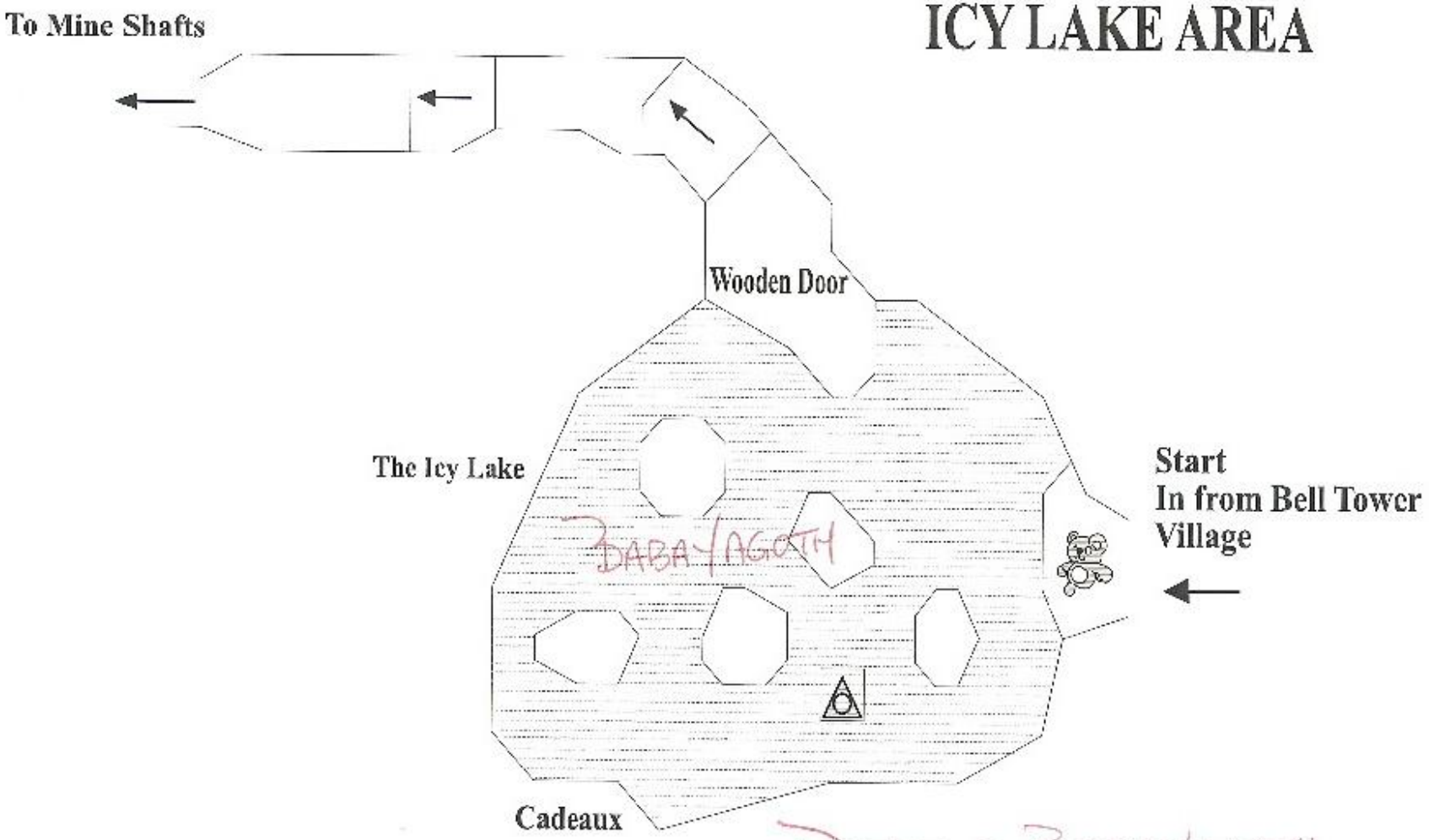
MINES AND VAULT AREA

Dedicated to those who helped make this possible.

RUSSIA
BELL TOWER VILLAGE

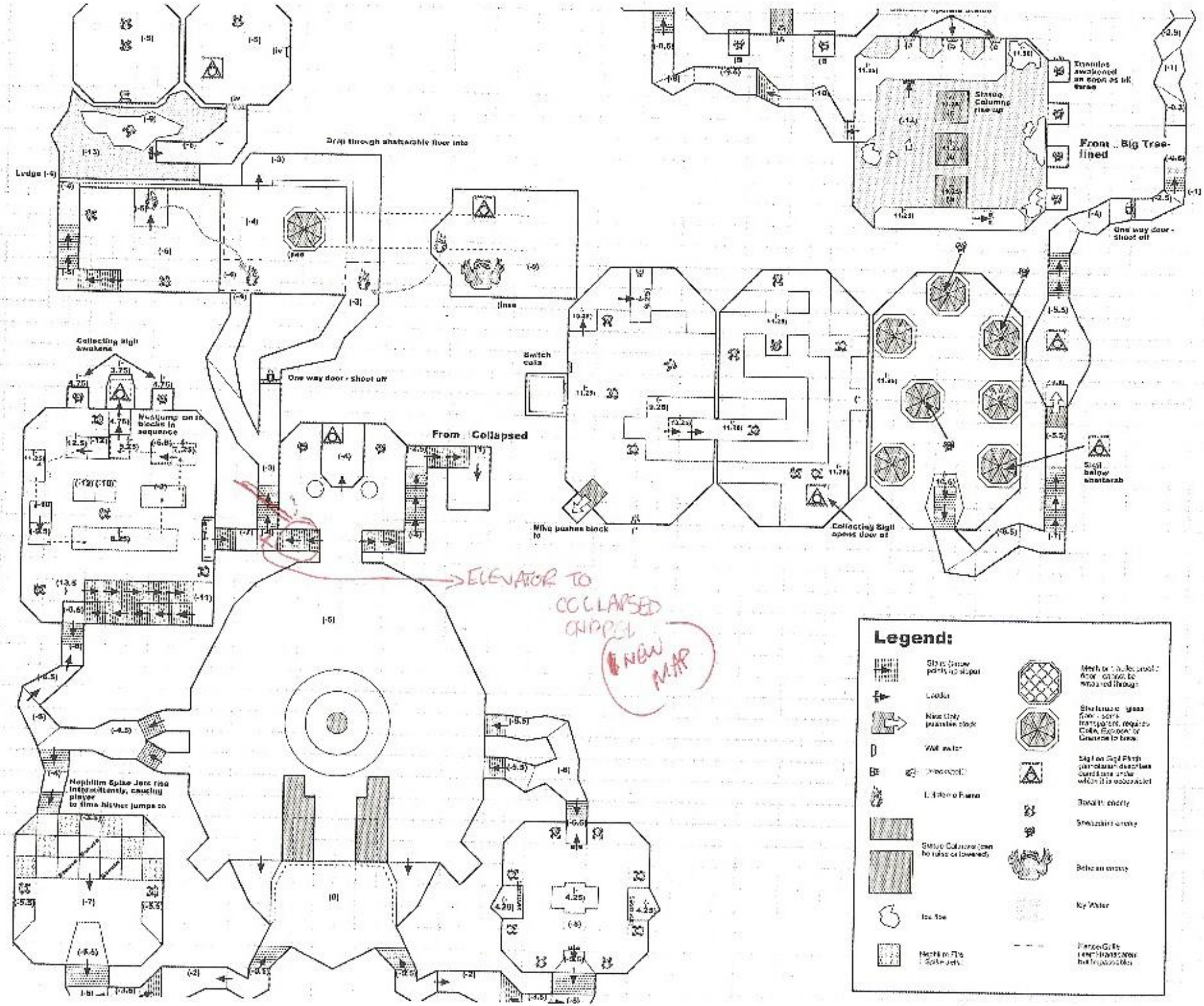


RUSSIA
ICY LAKE AREA



DEFEAT BABAYAGOTH
& GET SIGIL

Dedicated to those who helped make this possible.

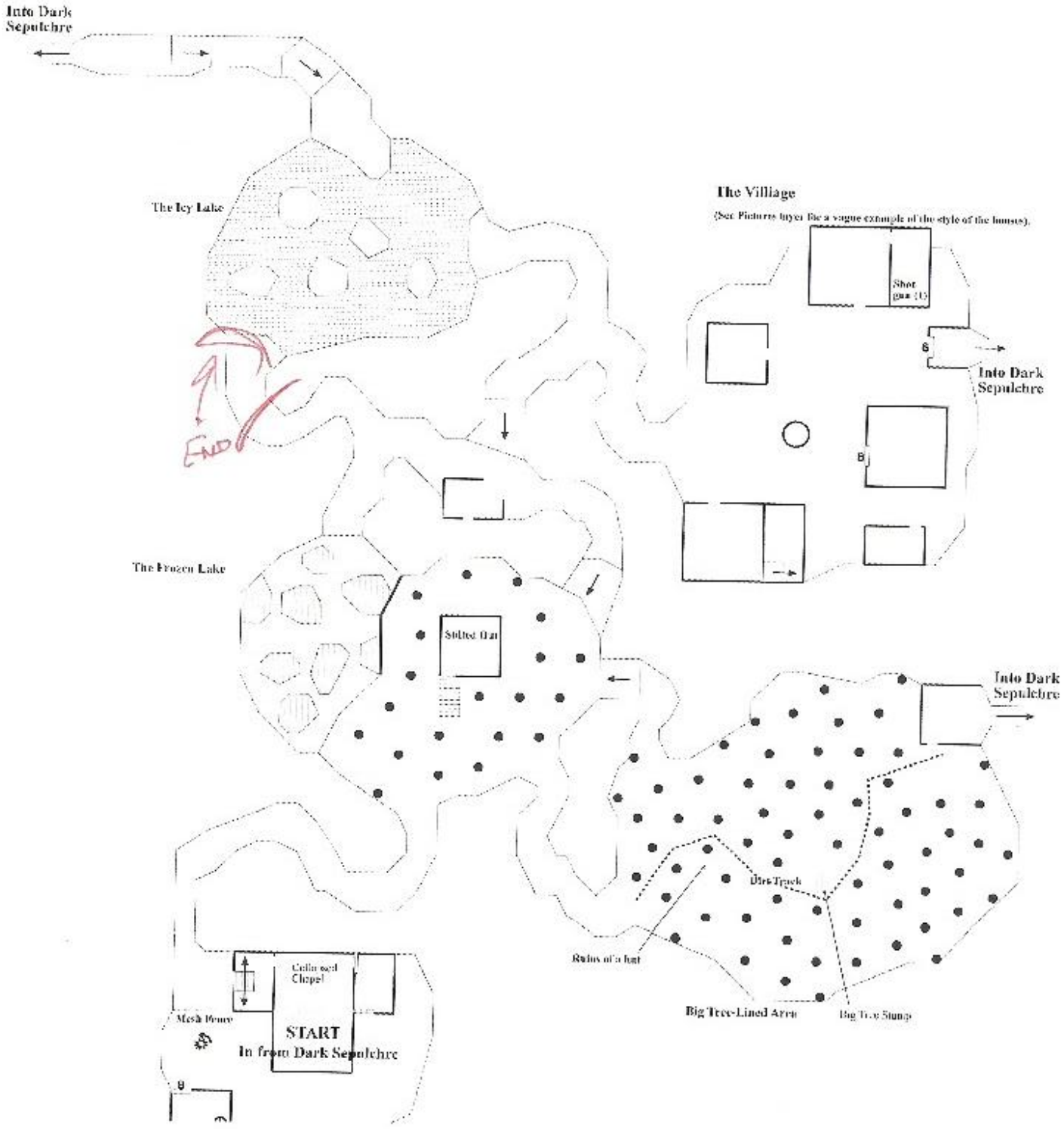


Dedicated to those who helped make this possible.

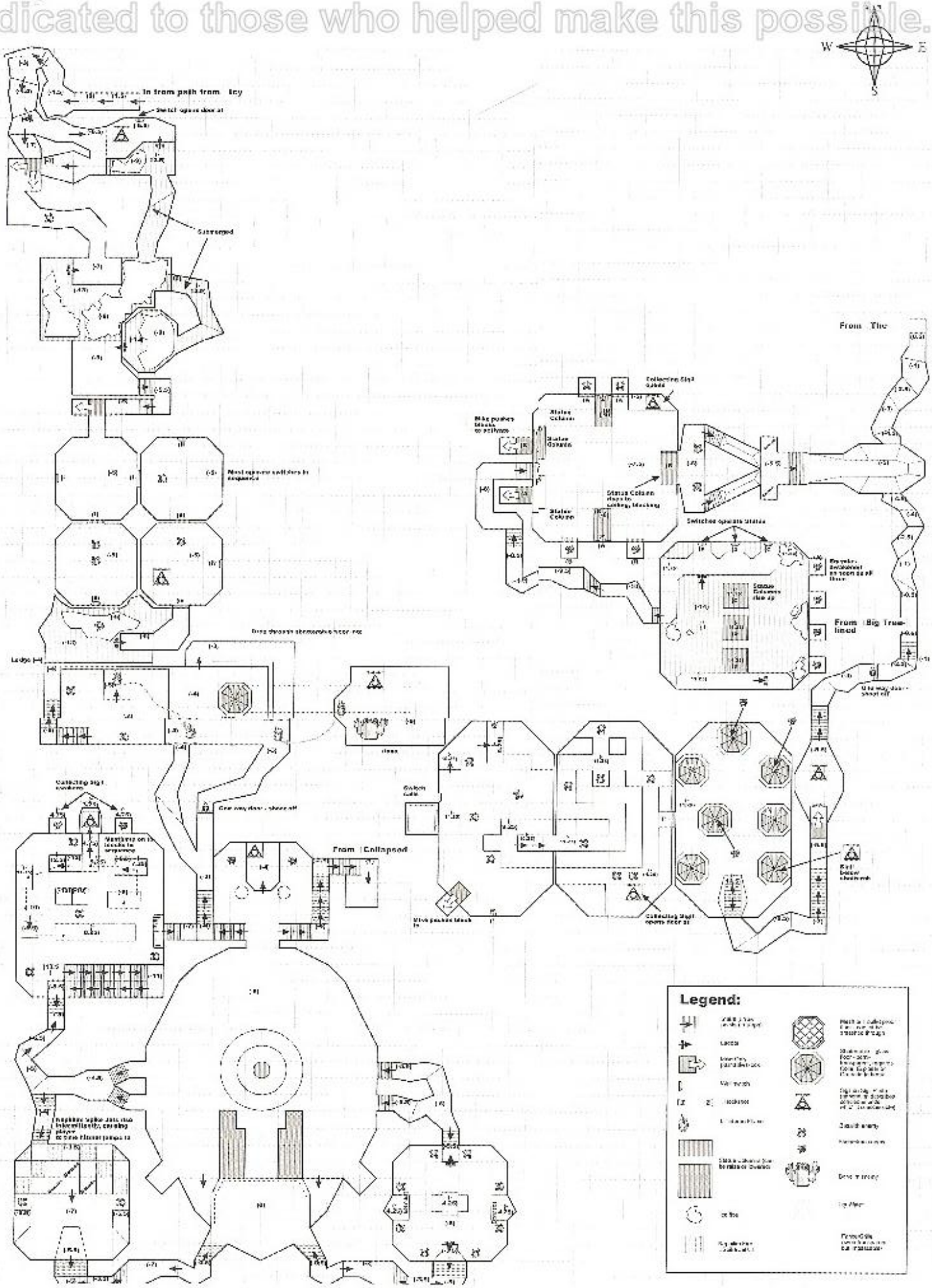
(Tarkovskaya: Russian)

RUSSIA

Dedicated to those who helped make this possible.

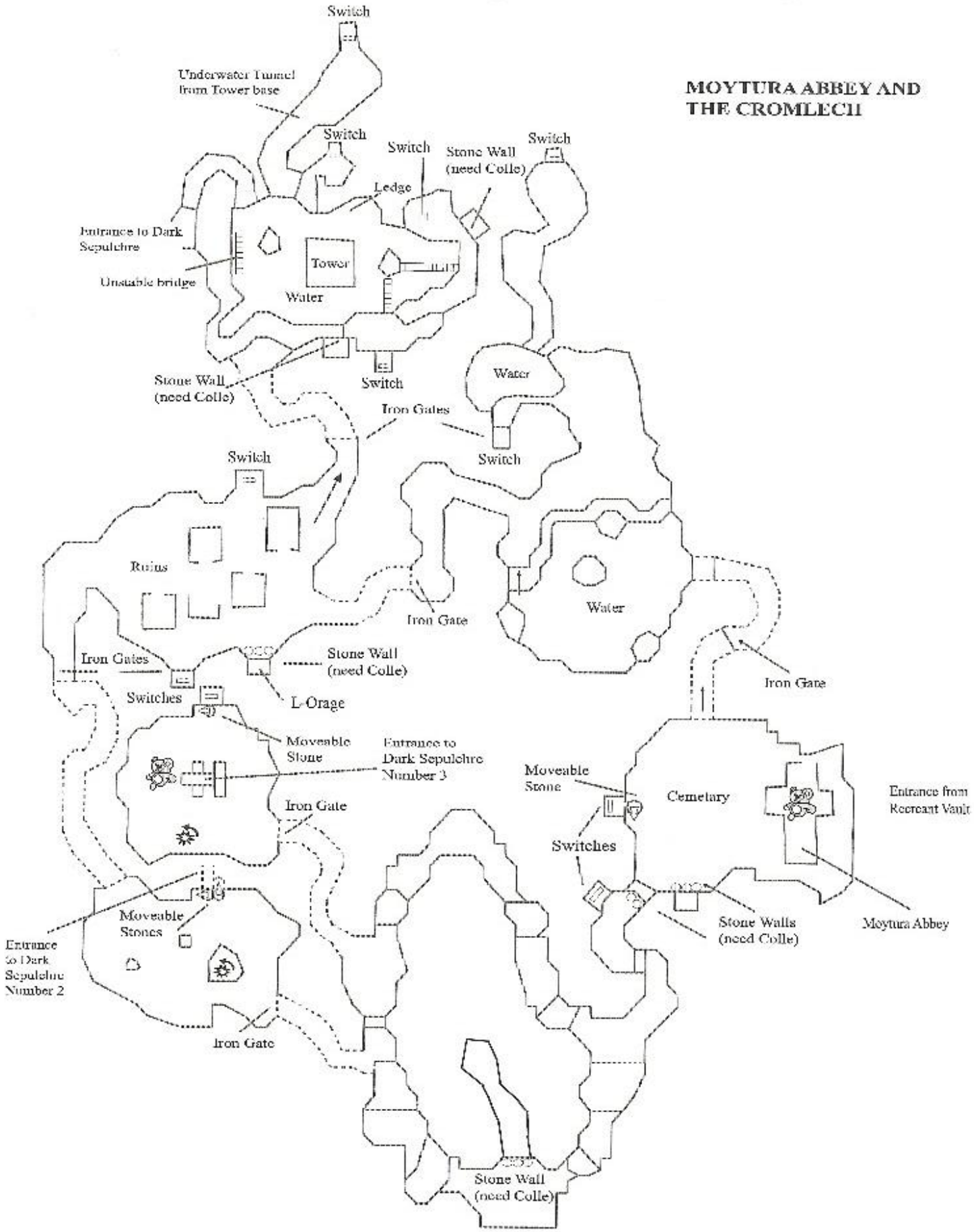


Dedicated to those who helped make this possible.



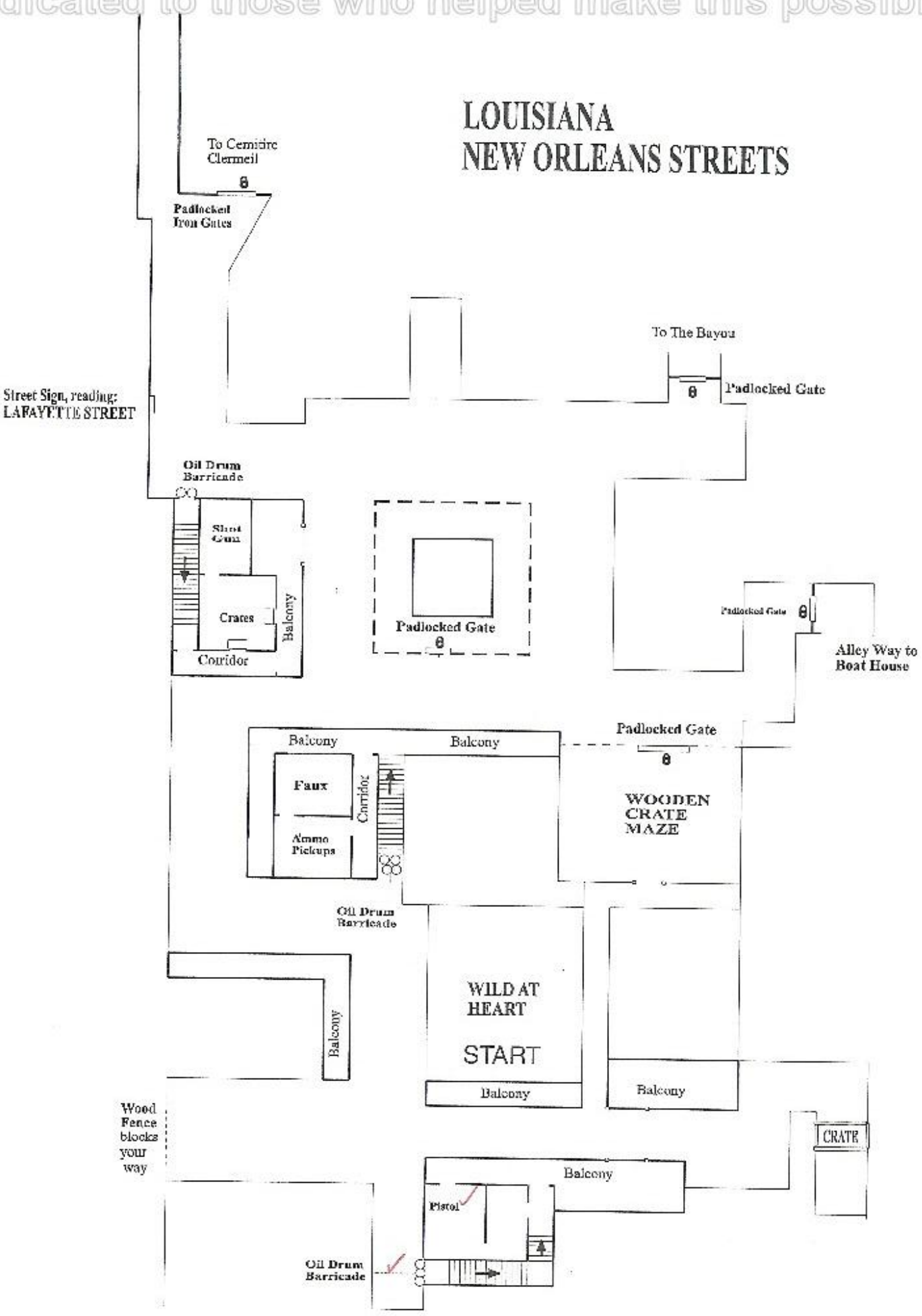
Dedicated to those who helped make this possible.

MOYTURA ABBEY AND THE CROMLECH

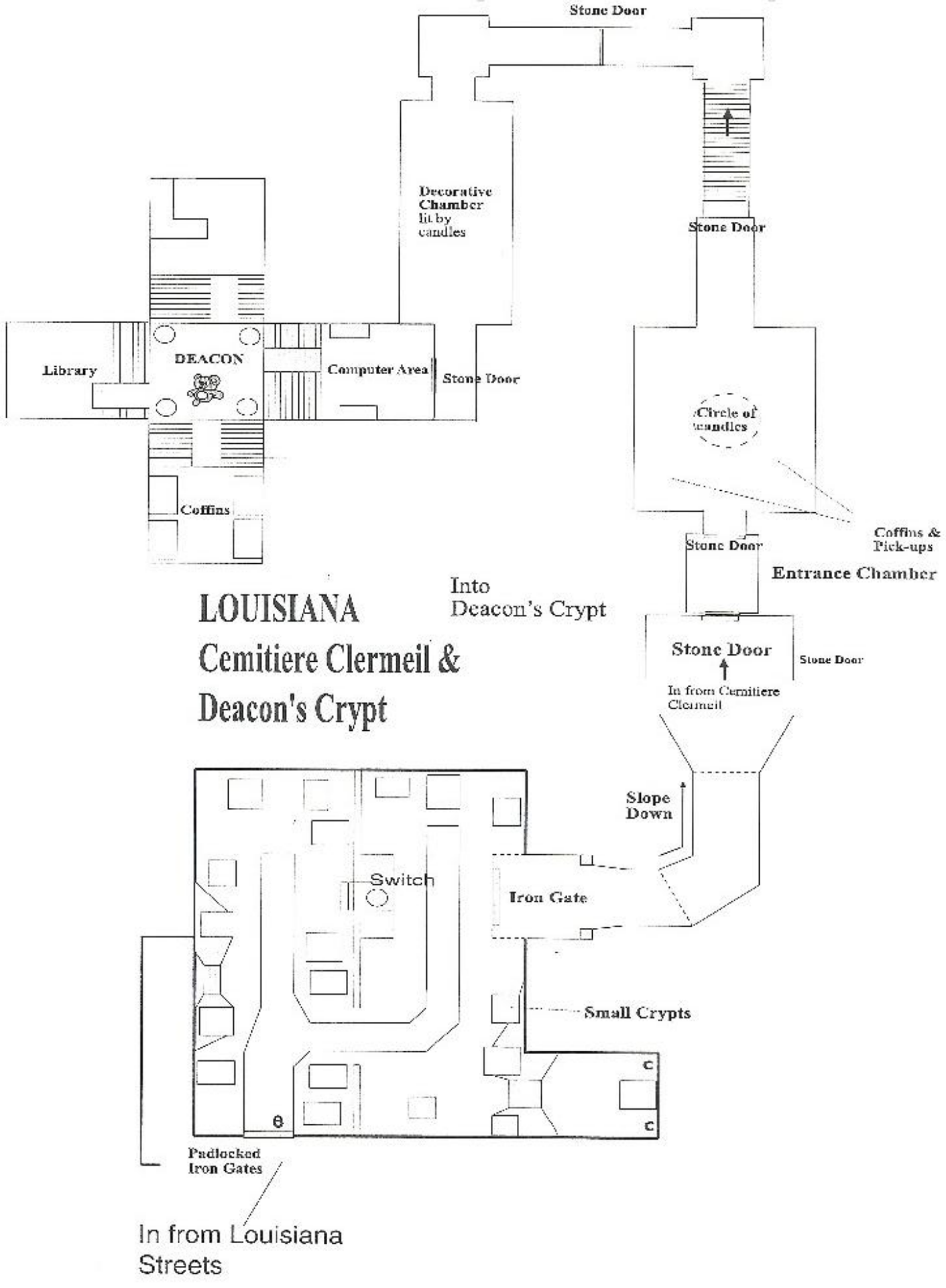


Dedicated to those who helped make this possible.

LOUISIANA
NEW ORLEANS STREETS

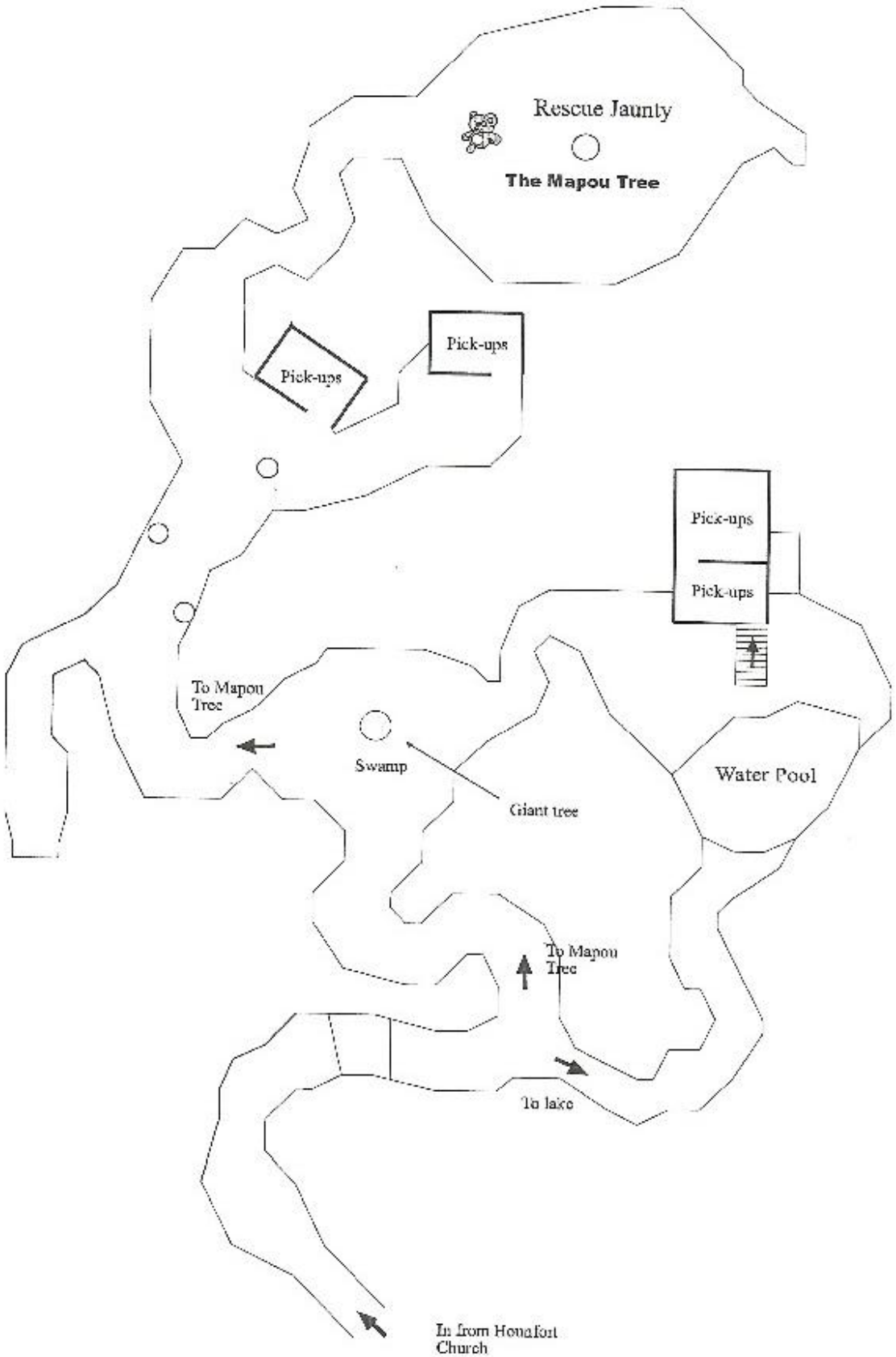


Dedicated to those who helped make this possible.



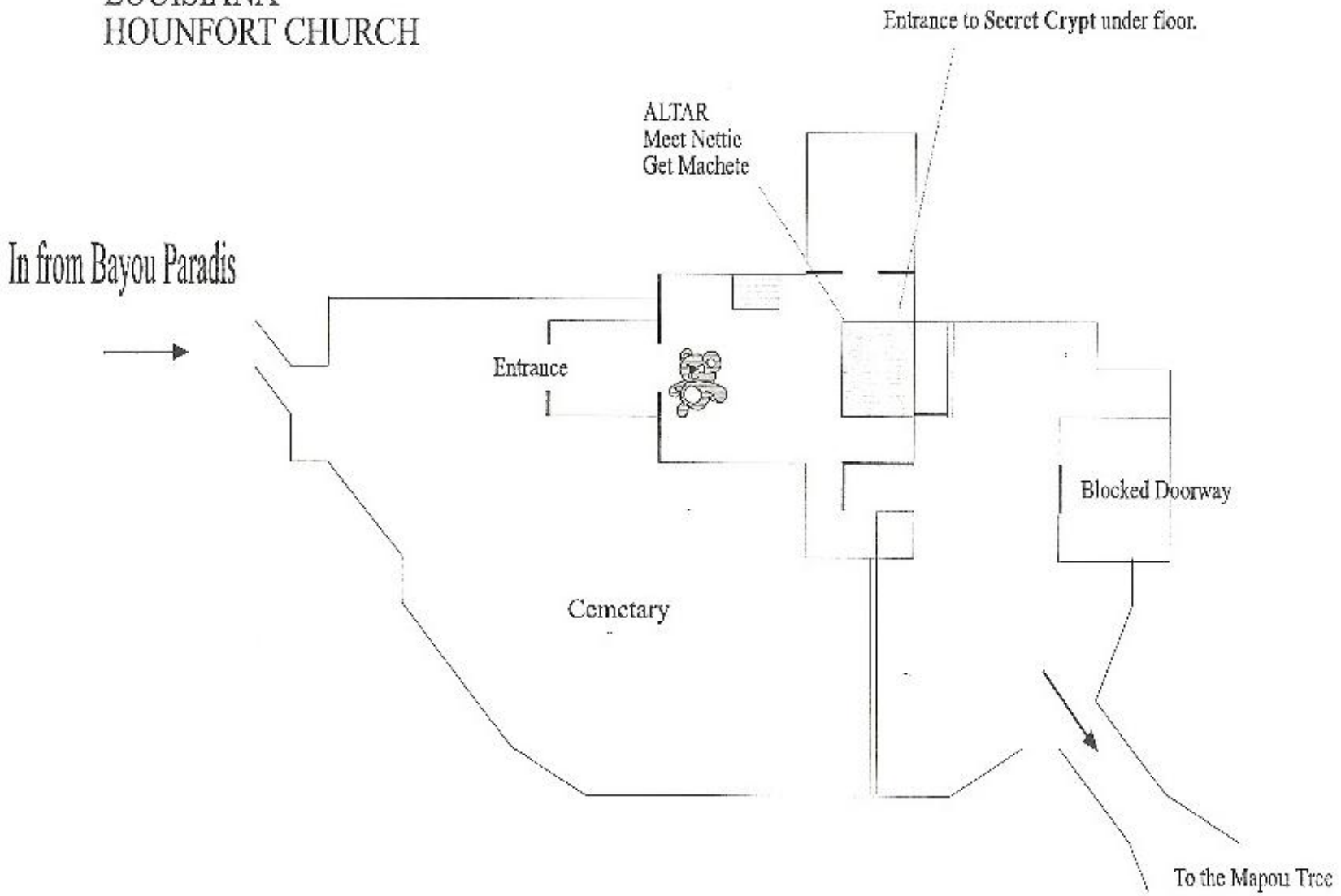
Dedicated to those who helped make this possible.

LOUISIANA
PATH TO MAPOU TREE



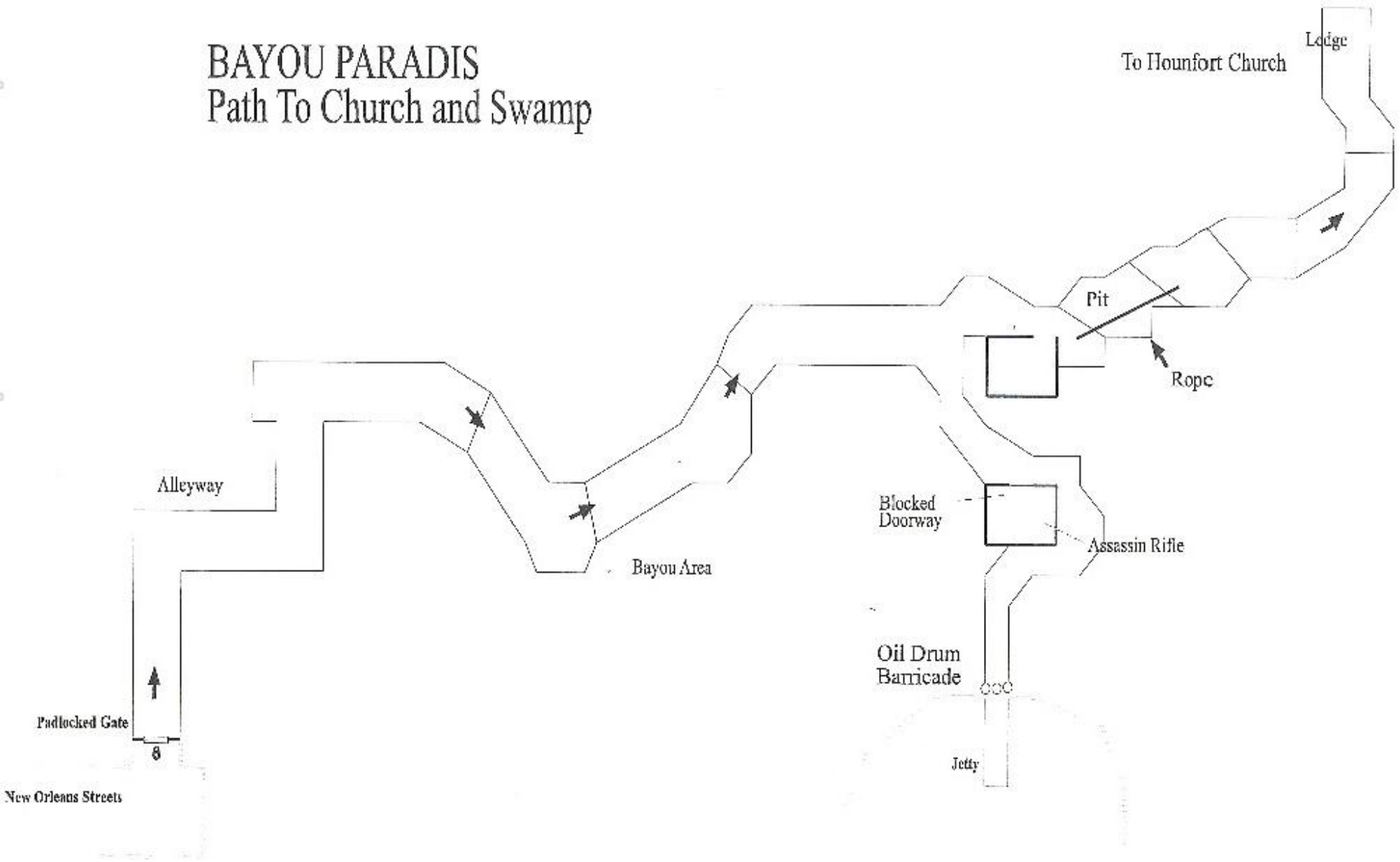
Dedicated to those who helped make this possible.

LOUISIANA
HOUNFORT CHURCH



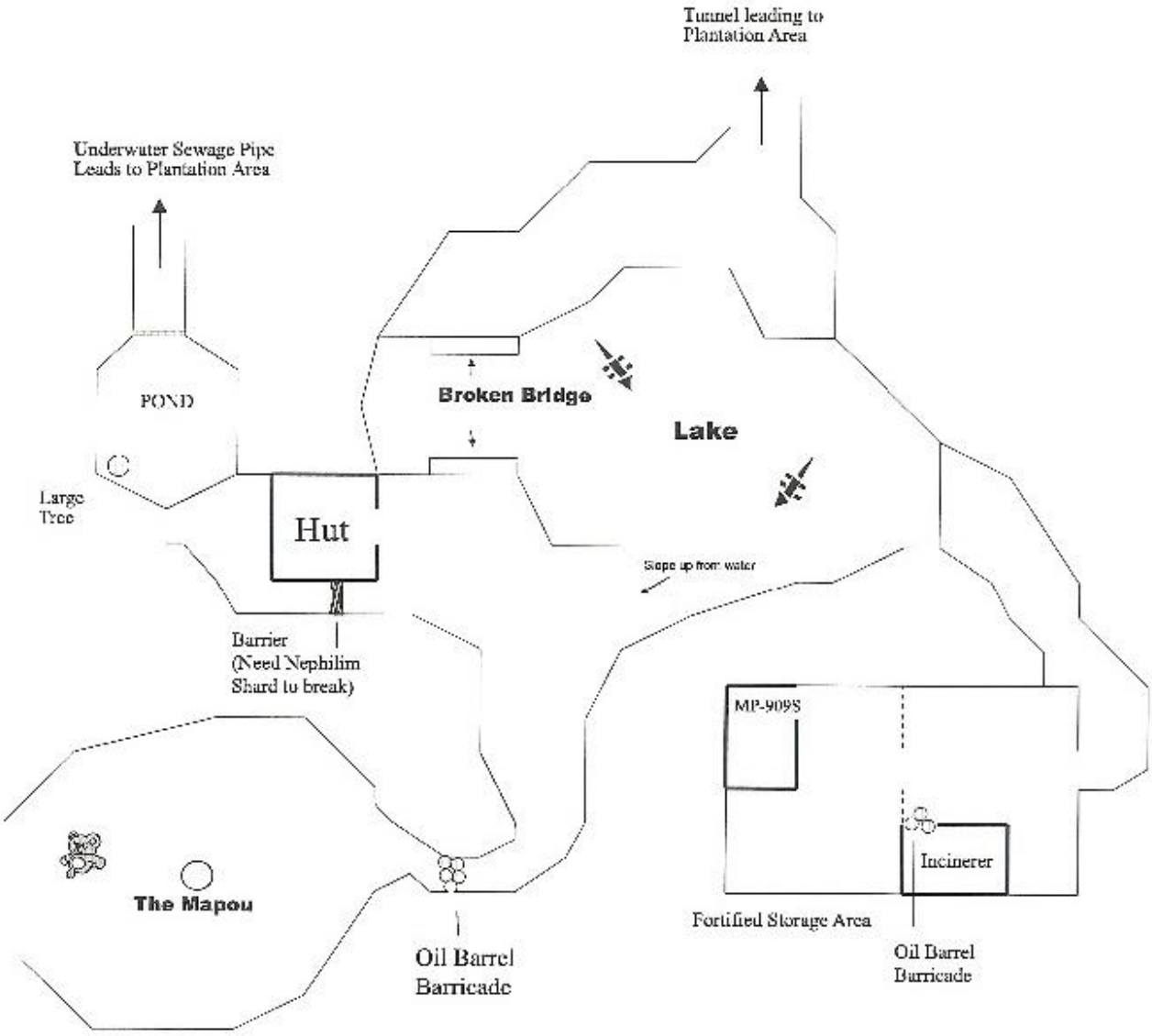
Dedicated to those who helped make this possible.

BAYOU PARADIS
Path To Church and Swamp



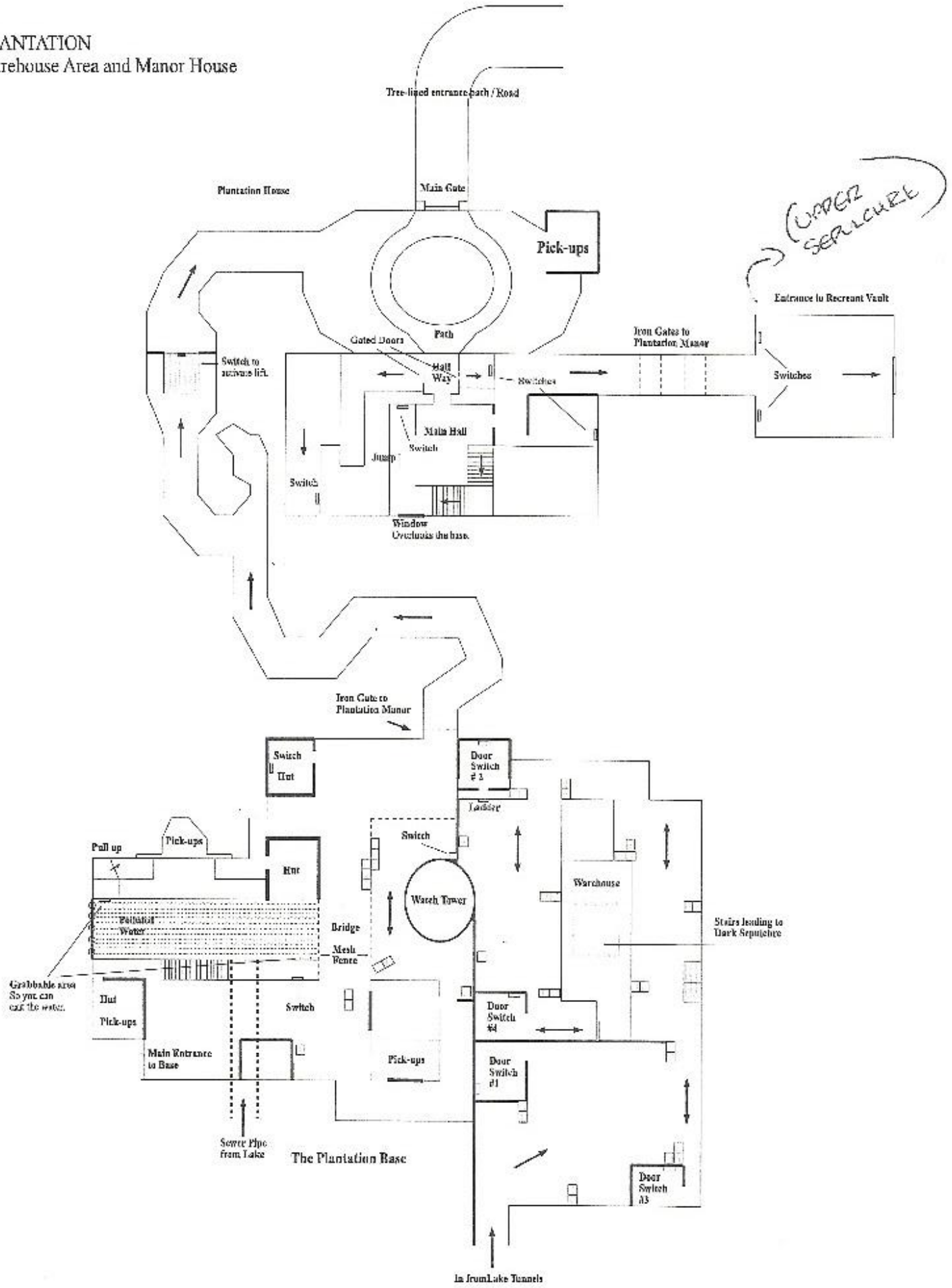
Dedicated to those who helped make this possible.

LOUISIANA
PATH TO PLANTATION AREA

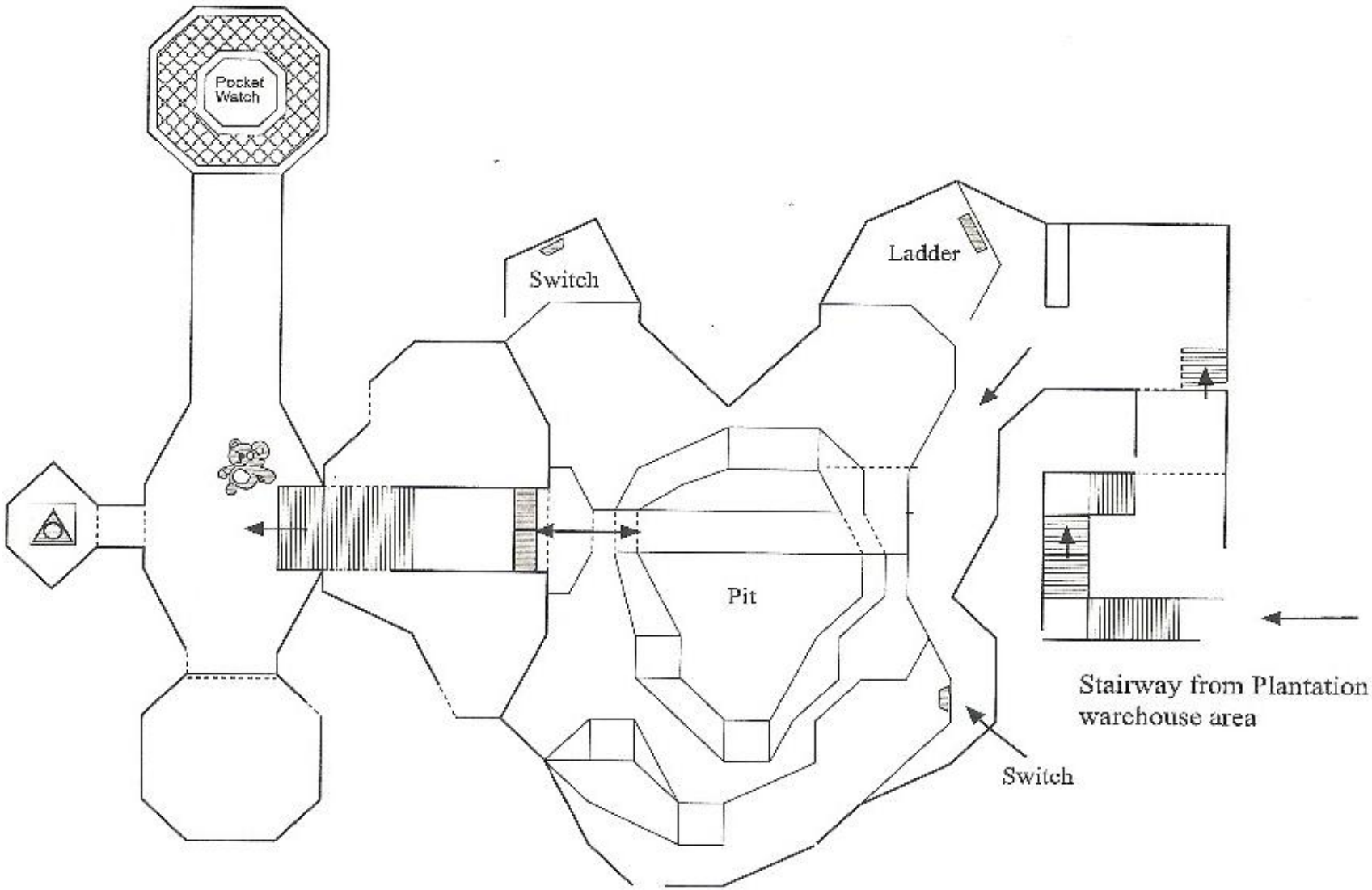


Dedicated to those who helped make this possible.

PLANTATION
Warehouse Area and Manor House



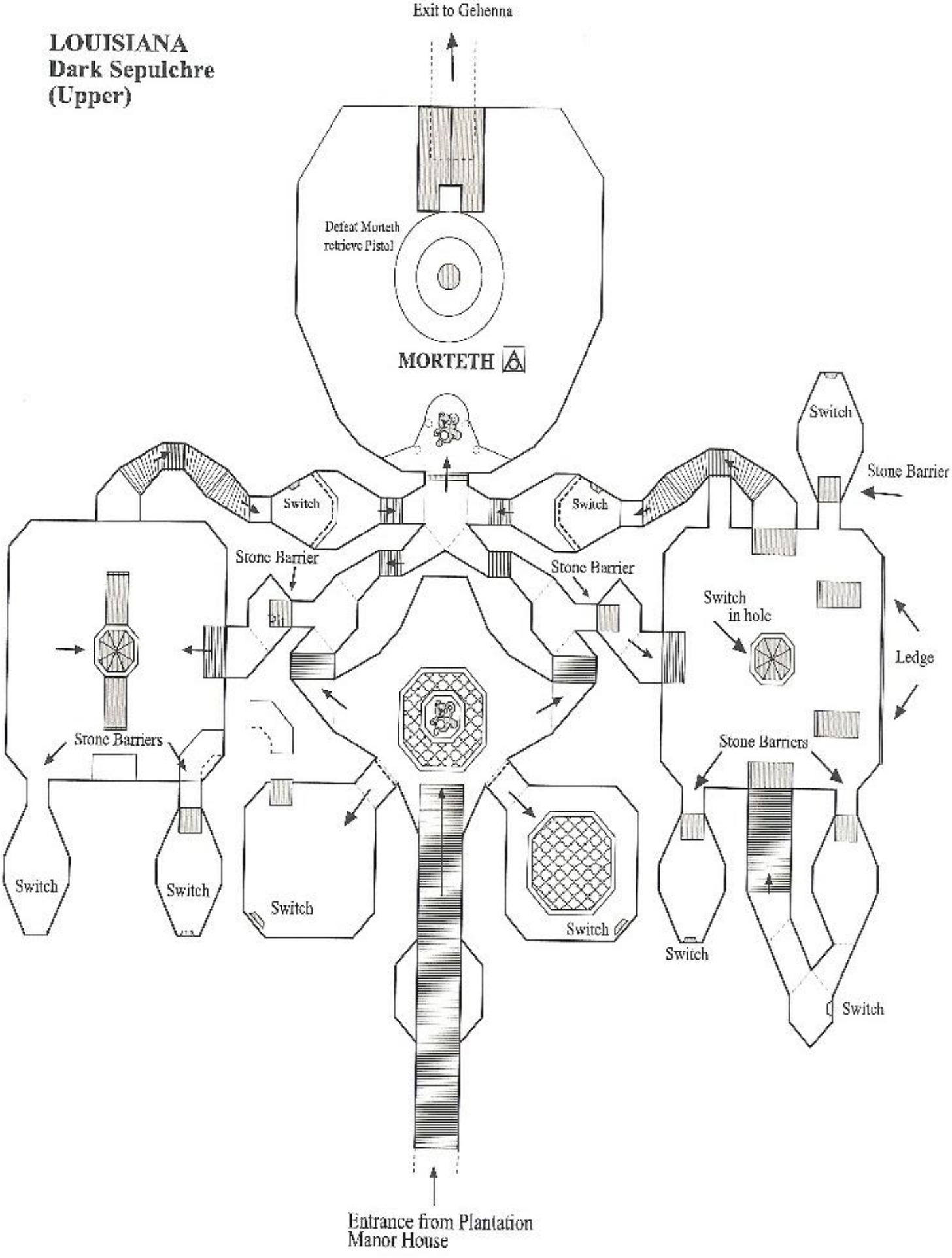
LOUISIANA
Darl Sepulchre (Lower Level)



Dedicated to those who helped make this possible.

Dedicated to those who helped make this possible.

LOUISIANA
Dark Sepulchre
(Upper)

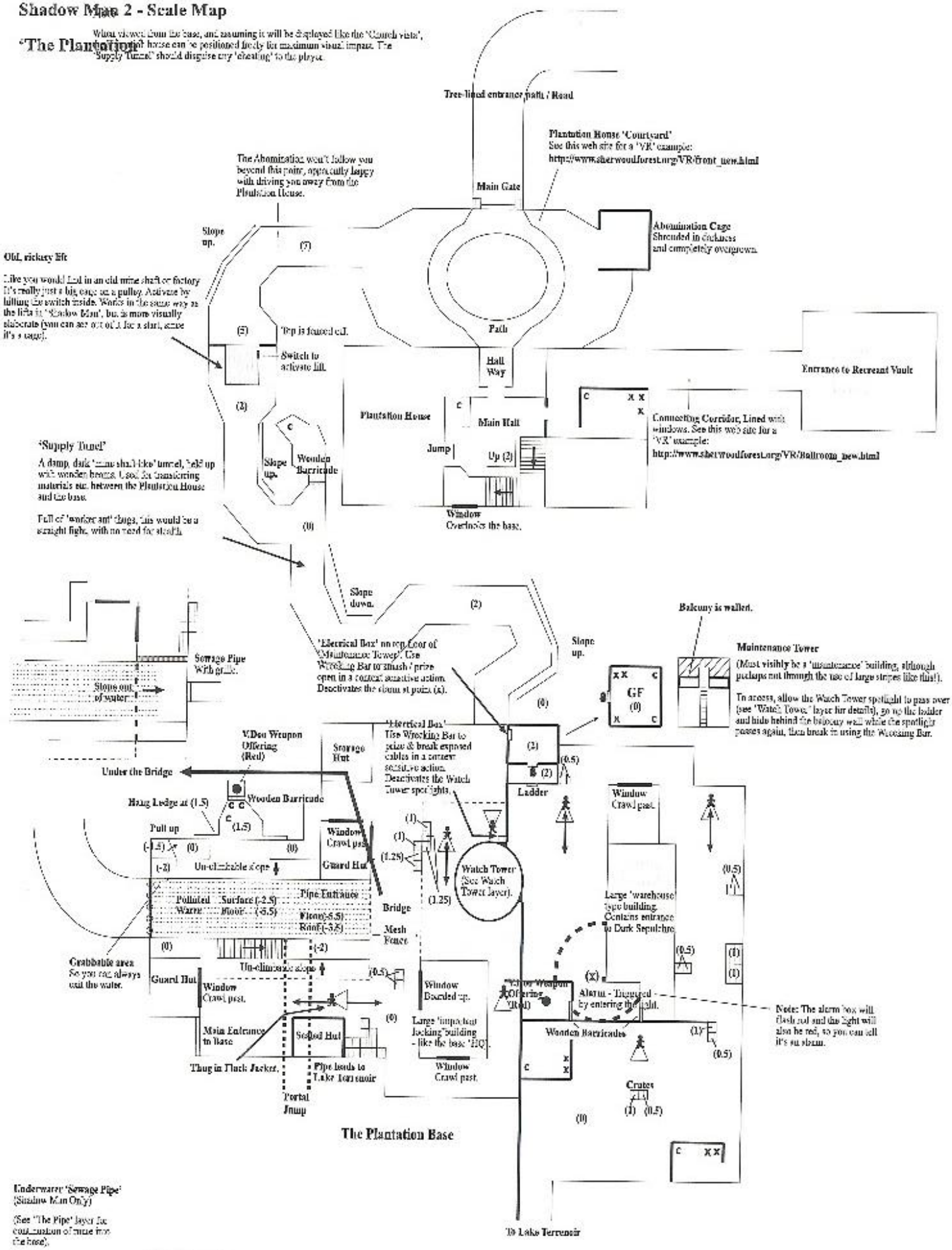


Dedicated to those who helped make this possible.

Shadow Man 2 - Scale Map

'The Plantation'

What viewed from the base, and assuming it will be displayed like the 'Church vista', the Plantation house can be positioned freely for maximum visual impact. The 'Supply Tunnel' should disguise any 'cheating' to the player.


Tree-lined entrance path / Road
Plantation House 'Courtyard'
See this web site for a 'VR' example:
http://www.sherwoodforest.org/VR/front_new.html
The Abomination won't follow you beyond this point, appreciably happy with driving you away from the Plantation House.
Main Gate
Slope up.
(7)
Abomination Cage
Shrouded in darkness and completely overgrown.
Old, rickety lift
Like you would find in an old mine shaft or factory. It's really just a big cage on a gulley. Activate by lifting the switch inside. Works in the same way as the lifts in 'Shadow Man', but, is more visually elaborate (you can see out of it for a start, since it's a cage).
(2)
Top is fenced off.
Switch to activate lift.
Path
Hall Way
Entrance to Remeant Vault
(3)
Plantation House
Main Hall
Jump
Up (2)
Slope up.
Wooden Barricade
Connecting Corridor, Lined with windows. See this web site for a 'VR' example:
http://www.sherwoodforest.org/VR/Ballroom_new.html
'Supply Tunnel'
A damp, dark 'mine shaft like' tunnel, held up with wooden beams. Used for transferring materials etc. between the Plantation House and the base.
Full of 'workers ant' things, this would be a straight fight, with no need for stealth.
Window
Overlooks the base.
(0)
Slope down.
(2)
Balcony is walled.
Maintenance Tower
(Must visibly be a 'maintenance' building, although perhaps not through the use of large stripes like this!).
To access, allow the Watch Tower spotlight to pass over (see 'Watch Tower' layer for details), go to the ladder and hide behind the balcony wall while the spotlight passes again, then break in using the Wrecking Bar.
'Electrical Box' on top floor of 'Maintenance Tower'. Use Wrecking Bar to 'slash / prise' open in a contact sensitive action. Deactivates the alarm at point (x).
Slope up.
GF
(0)
Sewage Pipe With grille.
Slope out of water.
'Electrical Box'
Use Wrecking Bar to prise & break exposed cables in a contact sensitive action. Deactivates the Watch Tower spotlights.
V.Duo Weapon Offering (Red)
Sewage Hut
(2)
(0.5)
(2)
Ladder
Under the Bridge
Hang Ledge at (1.5)
Wooden Barricade
Window Crawl past.
Pull up
(1.5)
(1)
(1)
(1.25)
(-1.5)
(0)
(0)
Window Crawl past.
(-2)
Un-climbable slope
Guard Hut
Watch Tower (See Watch Tower layer).
(1.25)
(0.5)
Pollute Surface (-2.5)
Pipe Entrance
Warre Floor (-5.5)
Floor (-5.5)
Roof (-3.5)
Bridge
Large 'warehouse' type building. Contains entrance to Dark Sepulchre.
Mesh Fence
(0)
(-2)
Un-climbable slope
(0.5)
(0.5)
(1)
(1)
Crabbable area
So you can always exit the water.
Guard Hut
Window Crawl past.
Window Boarded up.
V.Duo Weapon Offering (Red)
(x)
Alarm - Triggered by entering the light.
Note: The alarm 'box will flash red and the light will also be red, so you can tell it's an alarm.
Main Entrance to Base
Security Hut
Large 'impacting' looking building - like the base 'HQ'.
Wooden Barricades
(1)
(0.5)
Thug in Flack Jacket.
Pipe leads to Lake Terrenoir
Window Crawl past.
Crates
(1) (0.5)
Portal Jump
(0)
The Plantation Base
Underwater 'Sewage Pipe' (Shadow Man Only)
(See 'The Pipe' layer for continuation of route from the base).
To Lake Terrenoir
To Lake Terrenoir

Dedicated to those who helped make this possible.

Note

All furniture and objects in this area must have a 'wooden' up alternative, to be used when the Crypt is searched later in the game.

To Route to the Manna Tree

Note

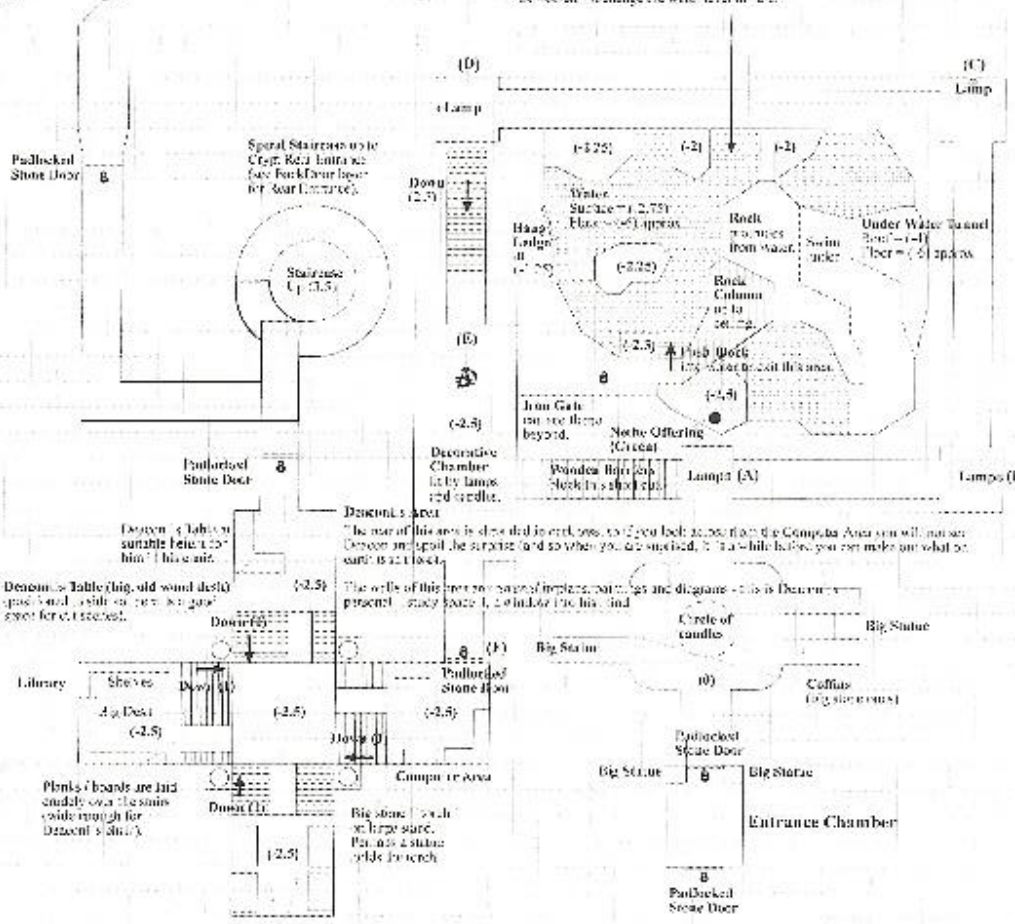
This area's section does not include the section at the Route to the Manna Tree (a cave by a pool) – junction will be needed.

Cave Containing Nettle Offering

This is a secret area deep in the bowels of Deacon's Crypt, accessed by using the Inferno to bypass the iron gate at the entrance. It is a large flooded cave, with rock outlines protruding from the water, forming pillars and forcing the ceiling to be low.

The cave is quite dark, with shafts of light piercing through the ceiling. The wet rock surfaces are damp and glisten in the light, giving the area an almost placid beauty.

Note: The holes in the ceiling are big enough to let in shafts of light, but small enough to keep out the vast majority of water brought about during L'Orage. So you can't change the water level in here.


(D)
Lamp
(C)
Lamp
Padlocked Stone Door
Spiral Staircase up to Crypt Roof Entrance (see Back Door layer for exact entrance).
Staircase (-3.5)
Down (2.5)
(-3.25)
(-2)
(-2)
Water Surface = (-2.75) Floor = (-5) Caverns
Rock Formations from water.
Under Water Tunnel Roof = (-4) Floor = (-5) approx.
Swim under
Haag Ledge at (-2.75)
(-3.25)
Rock Column (not to scale)
(-2.5)
Push Block (can't be used to exit the area)
(E)
(-2.5)
Iron Gate (to the Inferno beyond.
(-1.5)
Nettle Offering (Cereal
Padlocked Stone Door
Decorative Chamber (city lamps red candle.
Wooden Bridge Sloping (1 step) up
Lamps (A)
Lamps (B)
Deacon's Area
The rest of this area is shrouded in darkness, so if you look across from the Complete Area you will not see Deacon and spoil the surprise (and so when you are finished, it is a while before you can make out what is there).
Deacon's Table (big, old wood desk) (-2.5)
The walls of this area are covered in implements, paintings and diagrams – this is Deacon's present study space. I can't know for his mind
Door (F)
(F)
Big Statue
Circle of candles
Big Statue
Library
Shelves
Desk
Desk
(-2.5)
(-2.5)
(-2.5)
Padlocked Stone Door
(0)
Coffins (big stone ones)
Down (G)
Down (H)
Padlocked Stone Door
Big Statue
Big Statue
Compute Area
Planks / boards are laid crudely over the stairs (wide enough for Deacon's chair).
Down (I)
Big stone bench (a large slate). Pushing it aside reveals a trench
Entrance Chamber
(-2.5)
Padlocked Stone Door
Coffins (big stone ones)
Note
You enter the main chamber through the Computer Area because it will be a bit obvious if you enter the bank in the wooden equipment shop and it's a secret crypt (Players might enjoy exploring the Deep Caves).
Also, coming into the central area from the side will allow Deacon to surprise you
Outside area

The Route to Deacon

As you enter the first cross shaped chamber through the Entrance Chamber, a cold, damp wind blows in from behind you, apparently from the door you broke open to get into the catacombs. This gust extinguishes the circle of candles in the centre of the chamber.

Just after this happens, a quiet, deep rumble is heard, and the room shakes, as it would (although you've taken some pain medical basic from the chamber).

Immediately the candles darken the room somewhat, and make you notice the small lamp burning above the doorway at the end of the chamber (point (A).

On entering the corridor to Deacon's Main Chamber, at point (A), you kick off a set piece sequence designed to 'thank' you for the player.

Note: This corridor is very dark, you can only see a few feet in front of you. The lamps inside provide distant views to travel by, but are not bright enough to light the corridor.

As you move from point (A) towards point (D), the lamp above the door at (A) goes out, leaving the area behind you in total darkness – you can't see where you came from. You will have to keep heading for the light of point (B), or turn back into absolute darkness.

As you pass point (B), the lamp above goes out, so you either have to head for the more distant light at point (C) or turn back into the now distant pitch darkness.

Again, as you pass point (C), the lamp goes out, with a yet larger distance to the next light, and a yet larger expanse of utter darkness behind you.

All the time you are in this series of corridors the music or ambient sound is building up and up towards a climax, as though you're moving ever closer to some terrible danger (a classic Hollywood style).

Point (D) is the climax of this corridor. As you approach the lamp at this point, the music / ambient sound is at its most intense, as though you're right at the brink of real danger.

As you arrive at the actual corner / point (D) there is a huge bass clap suddenly and loudly out from around the corner (as though from down the stairs), accompanied by a suitably startling scene. (At this point the player should carefully jump out of their skin, after such a long and tense build up).

The music stays loud as you go down the stairs towards chamber (E). Once in this chamber, the music builds once more, but this time it's a special piece of music. As you approach the padlocked stone door (F), the music is at its most intense, as though something important lies beyond. This is your destination.

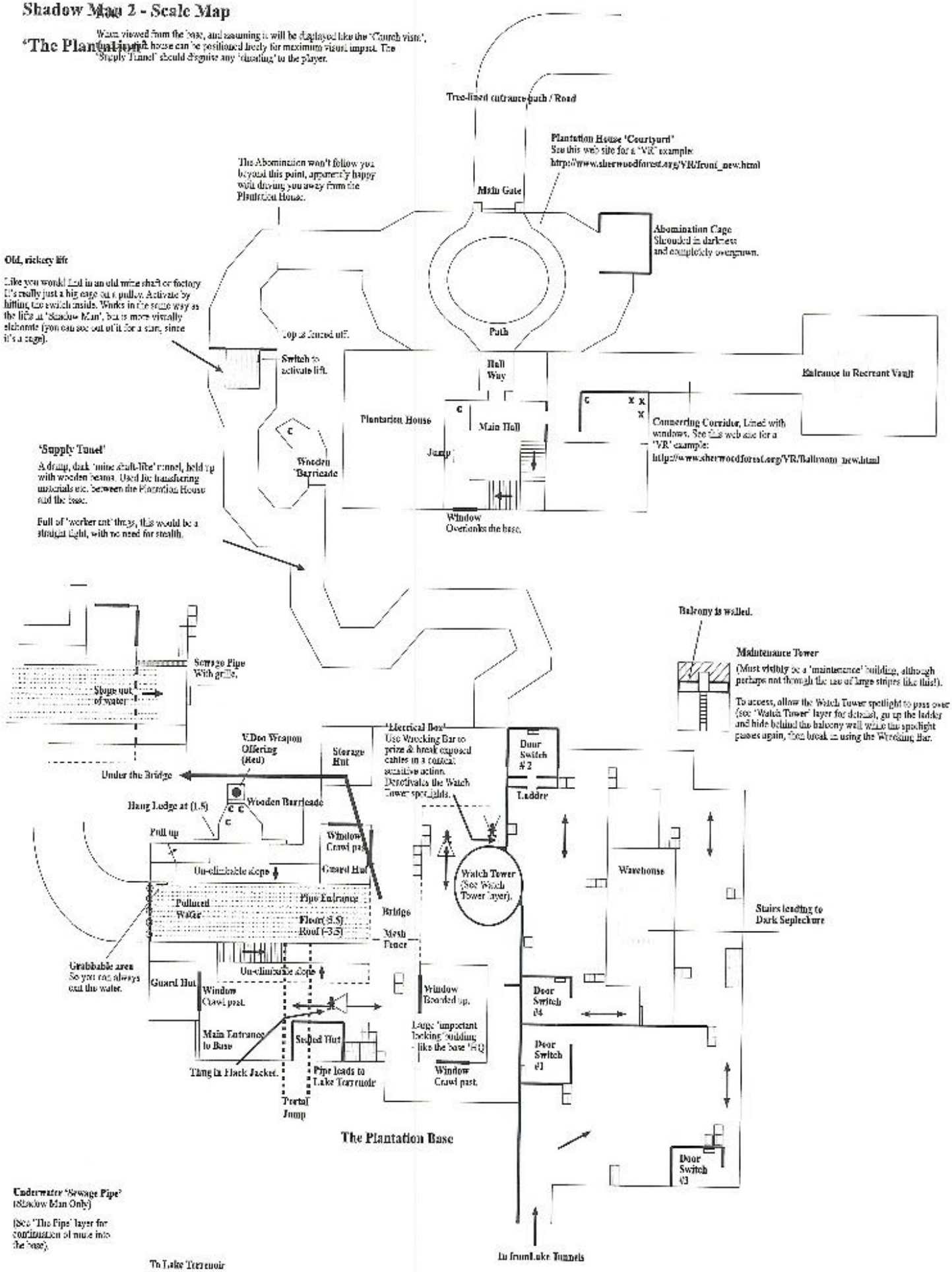
To Central Chamber 1

Dedicated to those who helped make this possible.

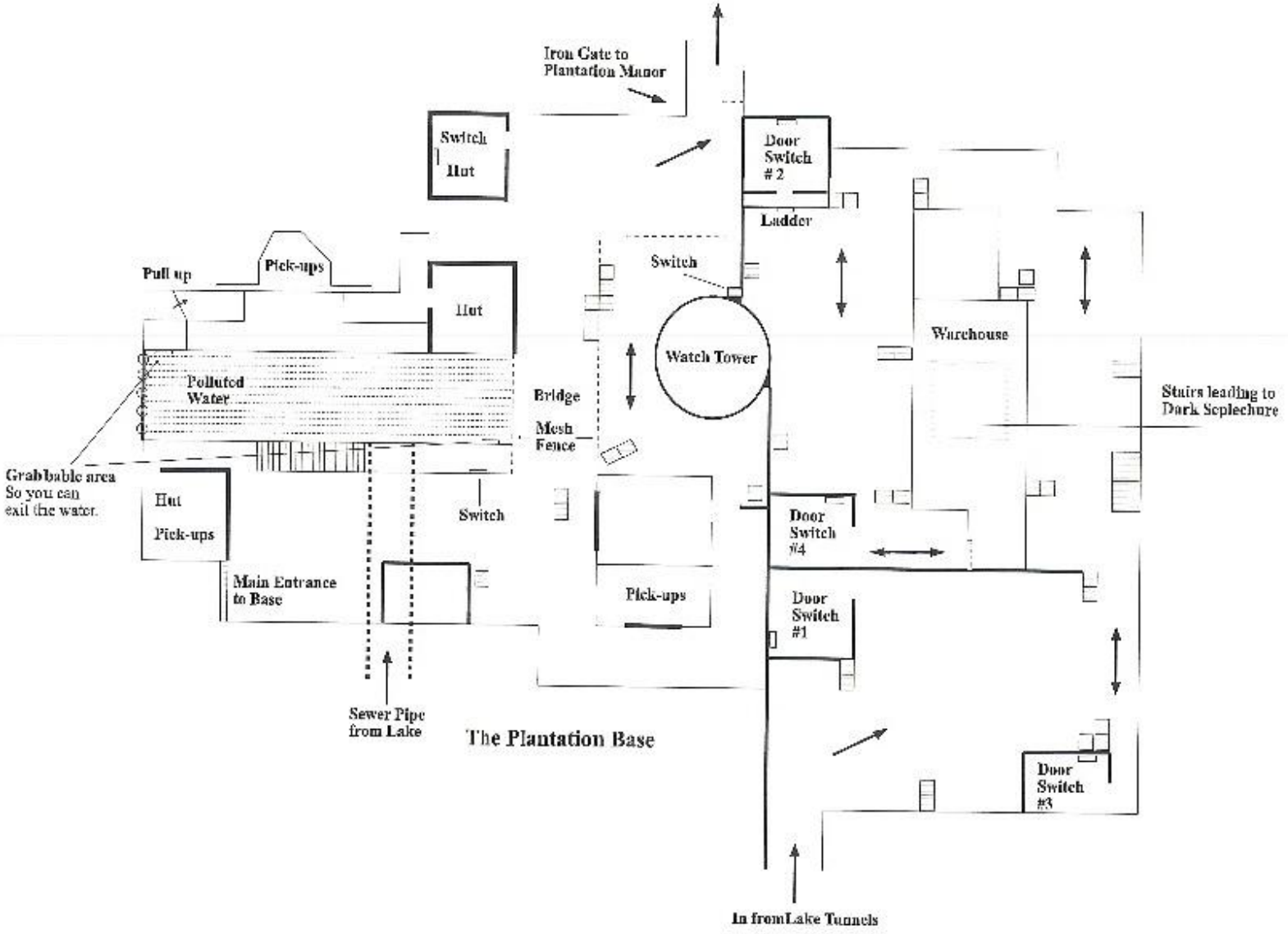
Shadow Map 2 - Scale Map

'The Plantation'

Warm viewed from the 'rear, and assuming it will be displayed like the 'Crunch visit', the house can be positioned freely for maximum visual impact. The 'Supply Tunnel' should disguise any 'cheating' to the player.

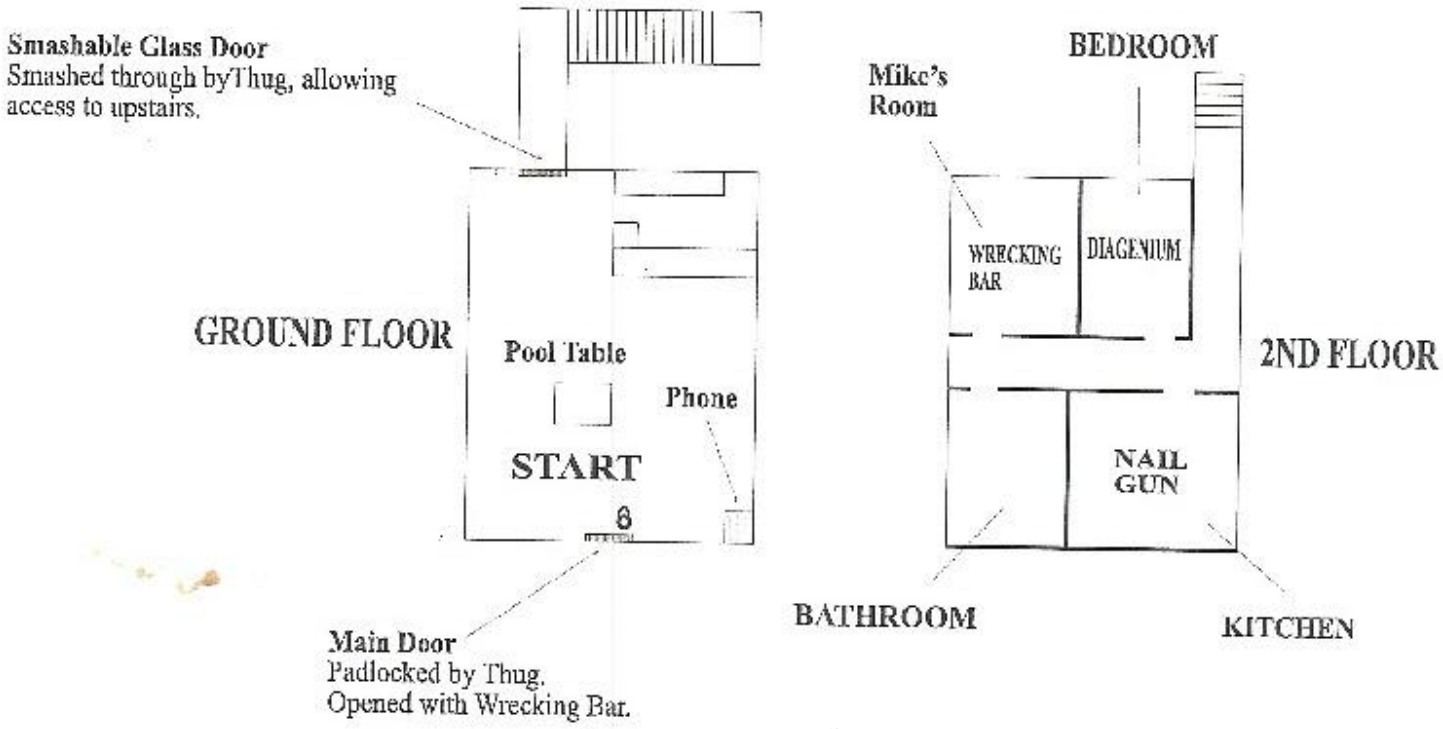

Tree-lined entrance path / Road
Plantation House 'Courtyard'
See this web site for a 'VR' example:
http://www.sherwoodforest.org/VR/front_new.html
The Abomination won't follow you beyond this point, apparently happy with driving you away from the Plantation House.
Main Gate
Abomination Cage
Shrouded in darkness and completely overgrown.
Old, rickety lift
Like you would find in an old mine shaft or factory. It's really just a big cage on a pulley. Activate by hitting the switch inside. Works in the same way as the lifts in 'Shadow Man', but is more visually elaborate (you can see out of it for a start, since it's a cage).
Top is fenced off.
Path
Switch to activate lift.
Hall Way
Entrance to Recreant Vault
Plantation House
Main Hall
Connecting Corridor, Lined with windows. See this web site for a 'VR' example:
http://www.sherwoodforest.org/VR/Ballroom_new.html
Jump
Wooden Barricade
'Supply Tunnel'
A damp, dark 'mine shaft-like' tunnel, held up with wooden beams. Used for transferring materials etc. between the Plantation House and the base.
Full of 'worker ant' things, this would be a straight fight, with no need for stealth.
Window Overlooks the base.
Balcony is walled.
Maintenance Tower
(Must visibly be a 'maintenance' building, although perhaps not through the use of large stripes like this!).
To access, allow the Watch Tower spotlight to pass over (see 'Watch Tower' layer for details), go up the ladder and hide behind the balcony wall while the spotlight passes again, then break in using the 'Wrecking Bar'.
Sewage Pipe With grille.
Sluge out of water
'Electrical Box'
Use Wrecking Bar to prize & break exposed cables in a comical sparkling action. Deactivates the Watch Tower spotlights.
Door Switch #2
Ladder
V.Doo Weapon Offering (Red)
Storage Hut
Under the Bridge
Hang Ledge at (1.5)
Wooden Barricade
Pull up
Window Crawl past
Guard Hut
Un-climbable slope
Watch Tower (See Watch Tower layer).
Warehouse
Polluted Water
Pipe Entrance
Floor(-1.5)
Roof (-3.5)
Bridge
Mesh Fence
Stairs leading to Dark Septechure
Grabbable area So you can always exit the water.
Un-climbable slope
Guard Hut
Window Crawl past.
Window Boarded up.
Door Switch #4
Main Entrance to Base
Sealed Hut
Large 'important looking' building - like the base HQ
Door Switch #3
Thing in Black Jacket.
Pipe leads to Lake Torrence
Window Crawl past.
Portal Jump
The Plantation Base
Door Switch #3
Underwater 'Sewage Pipe' (Shadow Man Only)
(See 'The Pipe' layer for continuation of route into the base).
To Lake Torrence
In front Lake Tunnels

LOUISIANA
PLANTATION WAREHOUSE AREA



Dedicated to those who helped make this possible.

Dedicated to those who helped make this possible.

LOUISIANA

THE WILD AT HEART BAR